

# Hikaru

no



**SHONEN JUMP MANGA**

Story by

**Yumi Hotta**

Art by

**Takeshi Obata**

Supervised by **Yukari Umezawa (5 Dan)**

**volume**

**10**





Takeshi Obata

Continued from volume 8...

Even if you're missing a go stone or two, apparently it isn't really a problem because you don't use up all the stones in a game anyway.

On another note, the Shosoin Imperial Repository in Nara holds ivory go stones with carvings like the illustrations above. I want some. Even just one...

—Takeshi Obata

It all began when Yumi Hotta played a pick-up game of go with her father-in-law. As she was learning how to play, Ms. Hotta thought it might be fun to create a story around the traditional board game. More confident in her storytelling abilities than her drawing skills, she submitted the beginnings of **Hikaru no Go** to **Weekly Shonen Jump**'s Story King Award. The Story King Award is an award that picks the best story, manga, character design and youth (under 15) manga submissions every year in Japan. As fate would have it, Ms. Hotta's story (originally named, "**Kokonotsu no Hoshi**"), was a runner-up in the "Story" category of the Story King Award. Many years earlier, Takeshi Obata was a runner-up for the Tezuka Award, another Japanese manga contest sponsored by **Weekly Shonen Jump** and **Monthly Shonen Jump**. An editor assigned to Mr. Obata's artwork came upon Ms. Hotta's story and paired the two for a full-fledged manga about go. The rest is modern go history.



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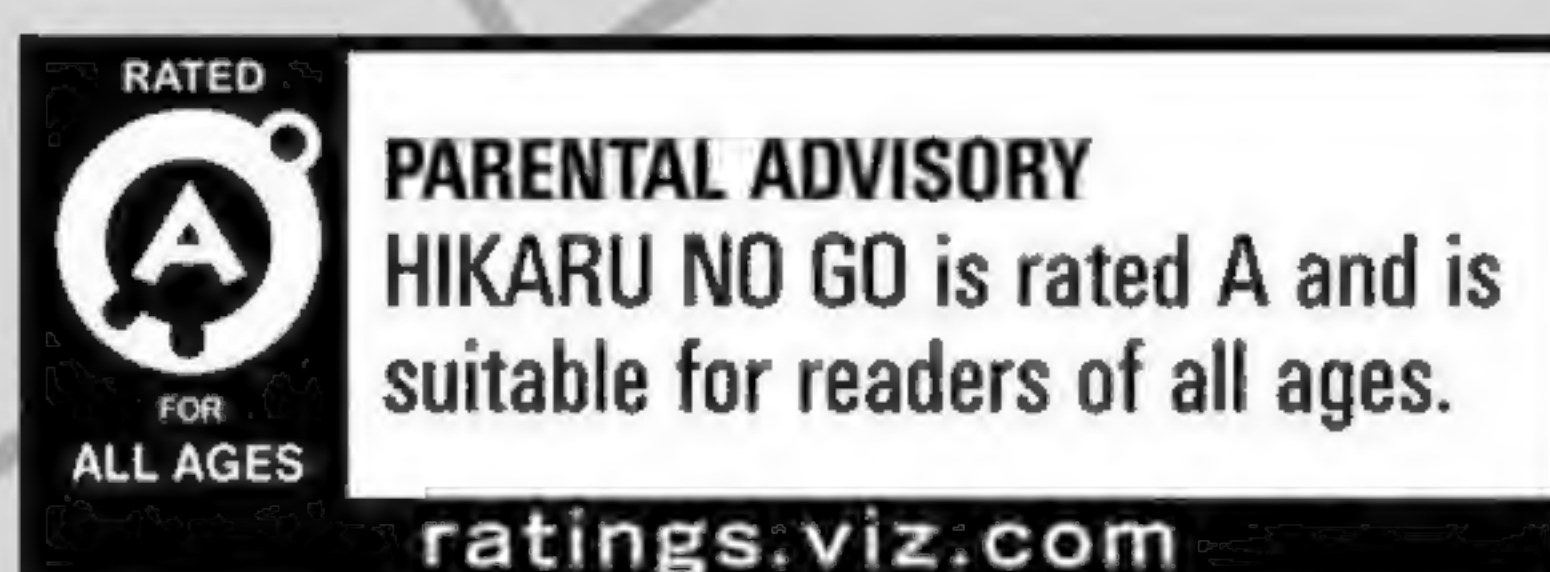
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# Hikaru no Go

TM

10

LIFELINE

STORY BY  
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(5 Dan)



Fujiwara-no-Sai

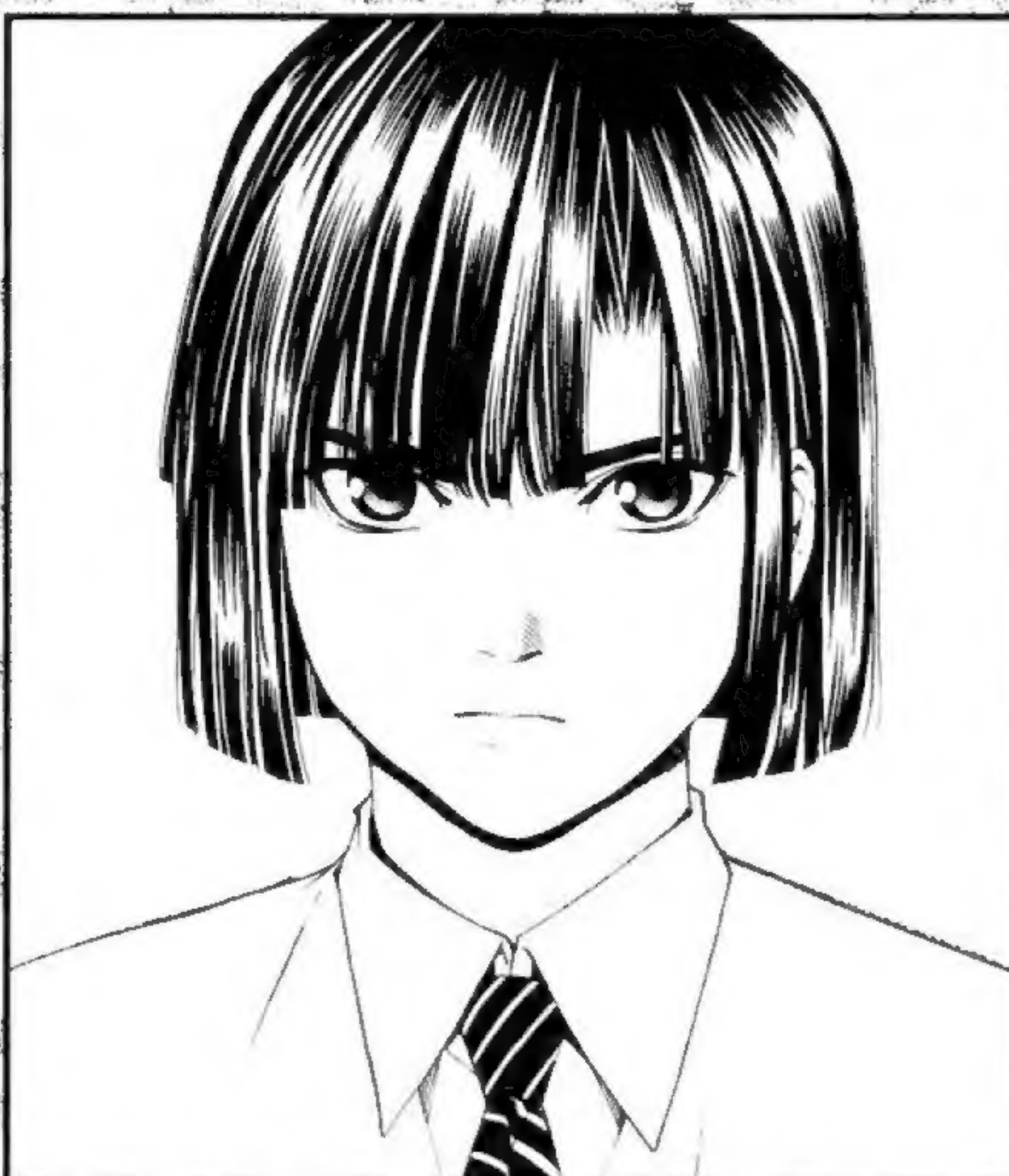


Hikaru Shindo

● I n t r o d u c t i o n s ●



Kosuke Ochi



Akira Toya



Ochi's grandfather





**Shinichiro Isumi**



**Yuta "Fuku" Fukui**



**Yoshitaka Waya**



**Ryo Iijima**



**Toshiro Tsubaki**



**Toshinori Honda**



**Asumi Nase**

### **Story Thus Far**

Hikaru Shindo discovers an old go board one day up in his grandfather's attic. The moment Hikaru touches the board, the spirit of Fujiwara-no-Sai, a genius go player from Japan's Heian Era, enters his consciousness. Sai's love of go inspires Hikaru, as does a meeting with the child prodigy Akira Toya—son of go master Toya Meijin. With his interest in go awakened, Hikaru now dreams of becoming a professional player.

Hikaru barely passes the preliminary rounds of the pro test because he lacks experience playing against adults. Waya and Isumi take him to some go salons to fix the problem. At one place, they meet a Korean insei named Suyong Hong. Hikaru unwittingly offends Suyong, which leads to a grudge match between them. Suyong doesn't take Hikaru seriously and ends up losing to Hikaru by one and a half points. When the final rounds of the pro test begin, Hikaru amazes his rivals by winning his first six games. Meanwhile, Akira is shocked to see Hikaru's undefeated record on the Internet. Hoping to learn more, Akira agrees to play a teaching game with Hikaru's friend and rival Ochi.



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# 2001 PRO TEST

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1															
2															
3															
4															
5															
6															
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99															
100															

Game 79 "Hikaru vs. Tsubaki"



FINALLY!!

GAME  
SEVEN...

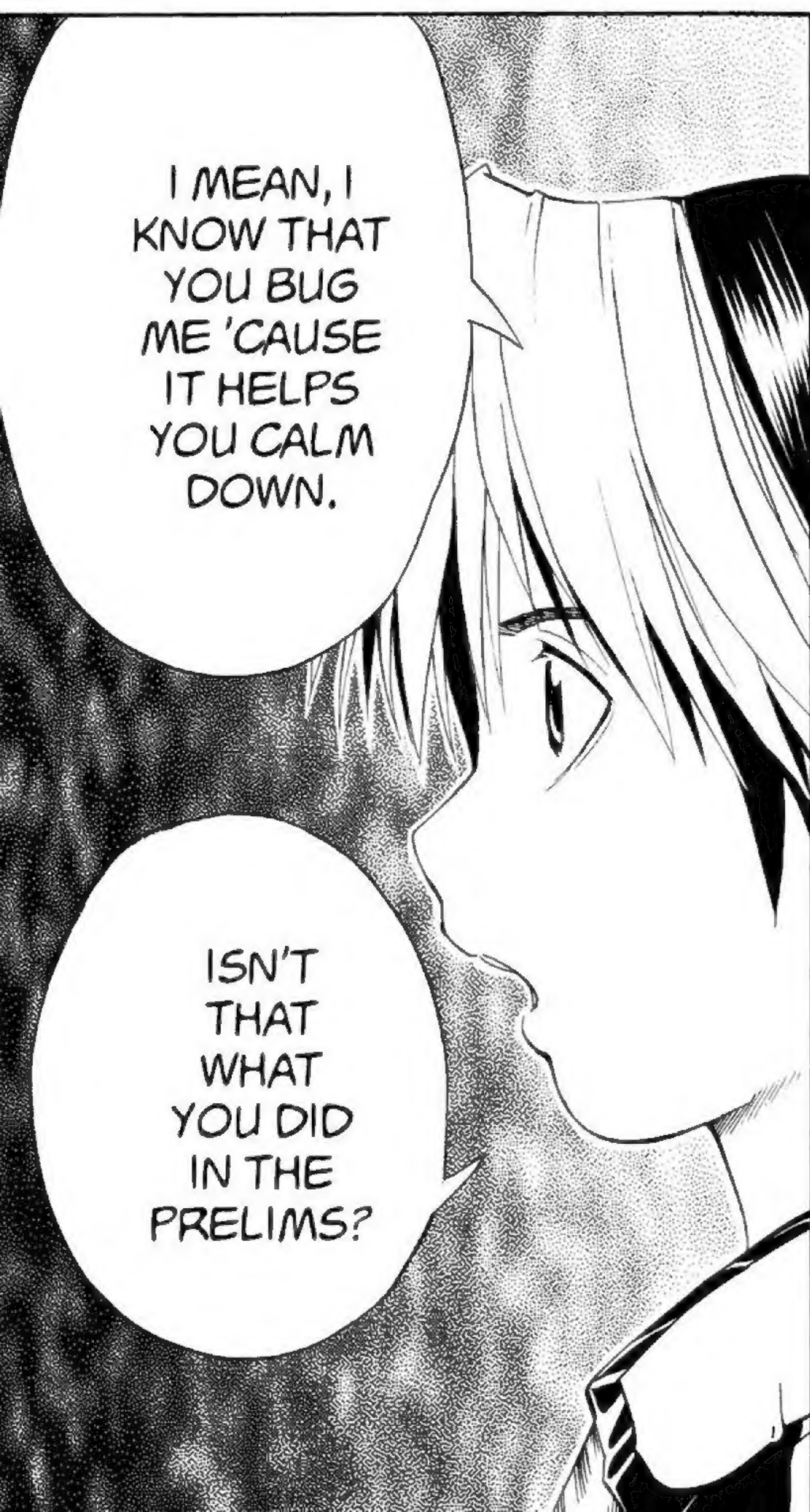
HOPE YOU  
DON'T MIND  
LOSING TO  
ME AGAIN.

I WAS SO  
EXCITED  
ABOUT OUR  
GAME, I DIDN'T  
SLEEP A WINK  
LAST NIGHT.

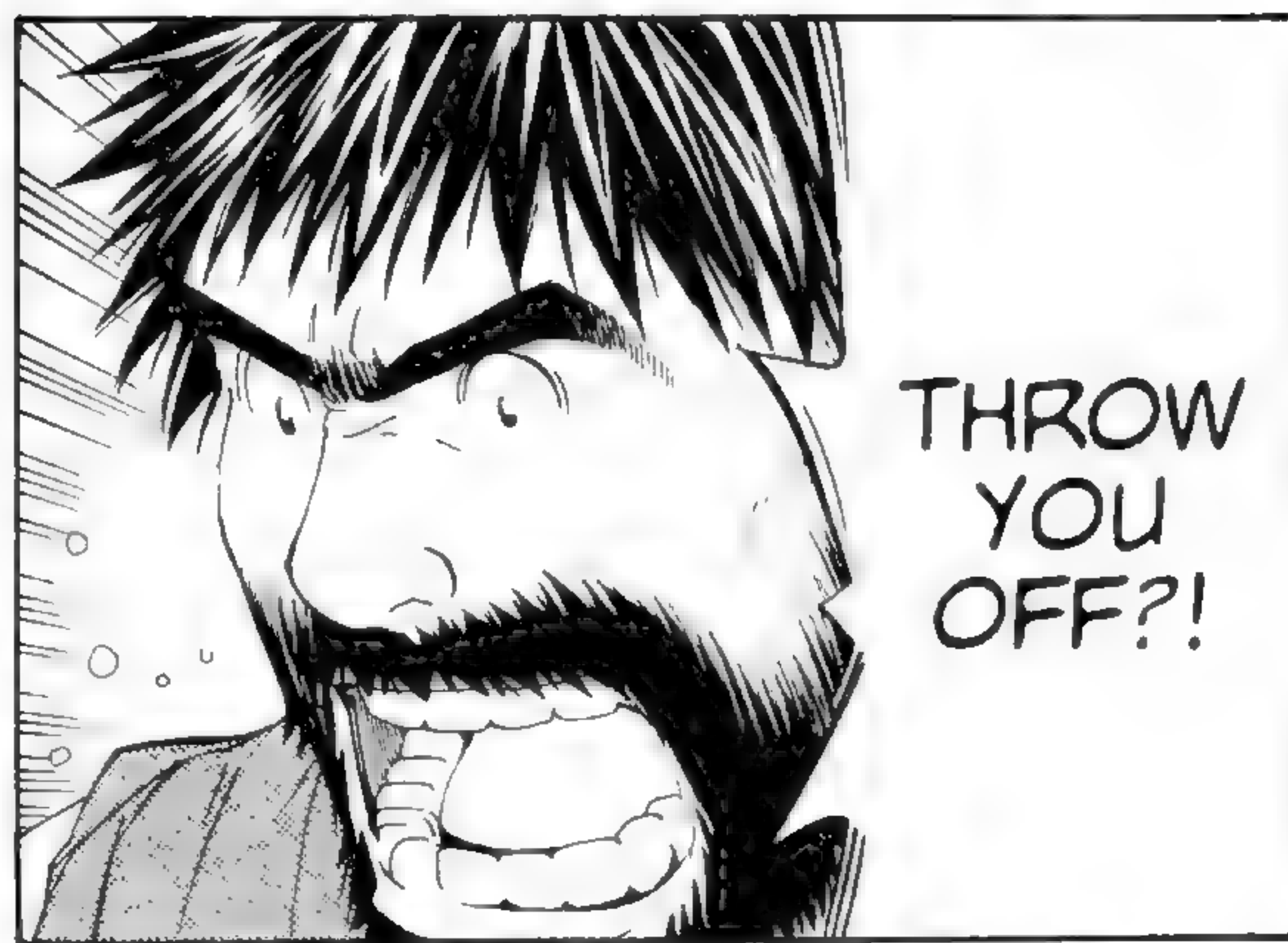
...BUT I'M  
ENDING IT  
RIGHT  
HERE.

I KNOW  
YOU'RE ON  
A WINNING  
STREAK...





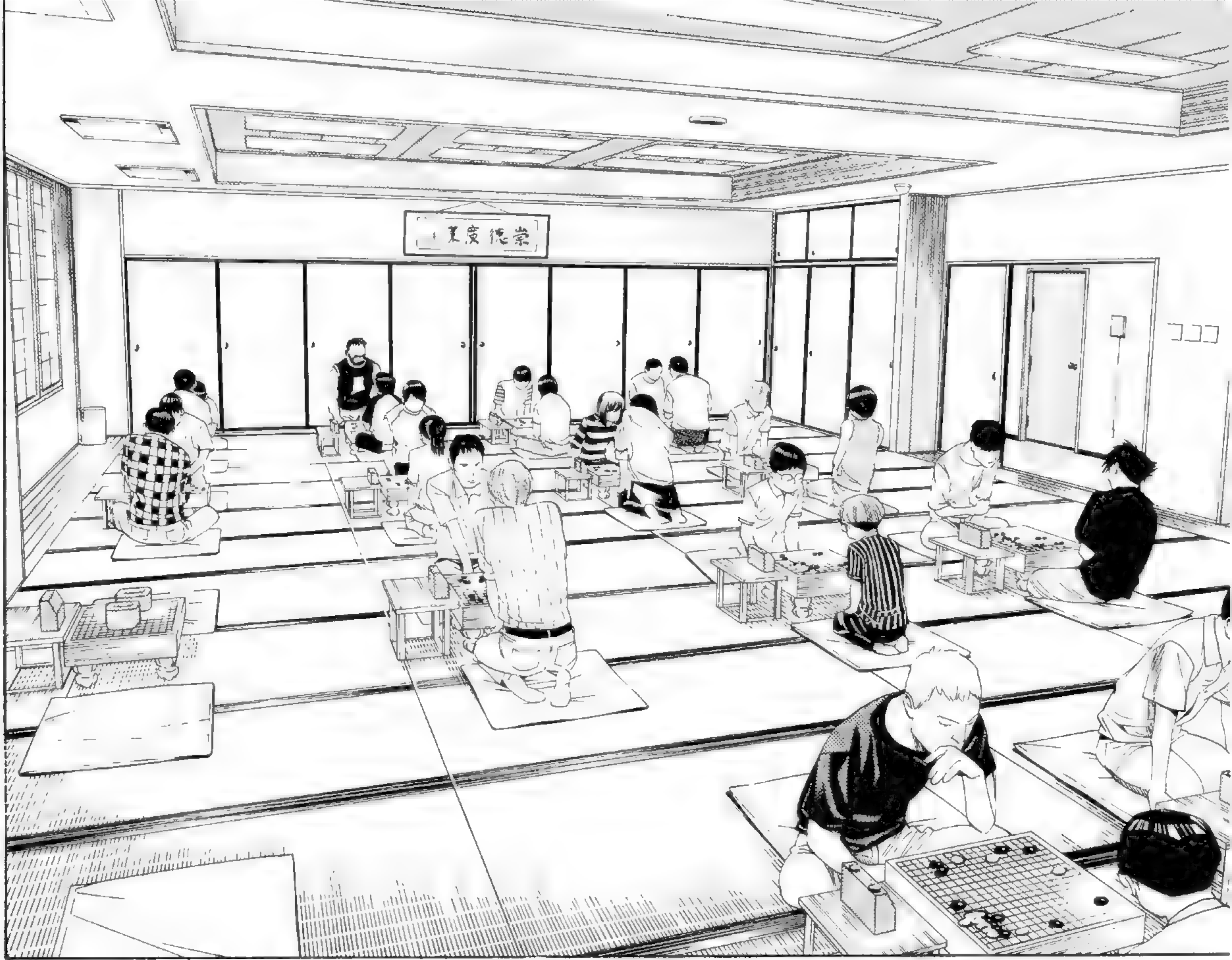




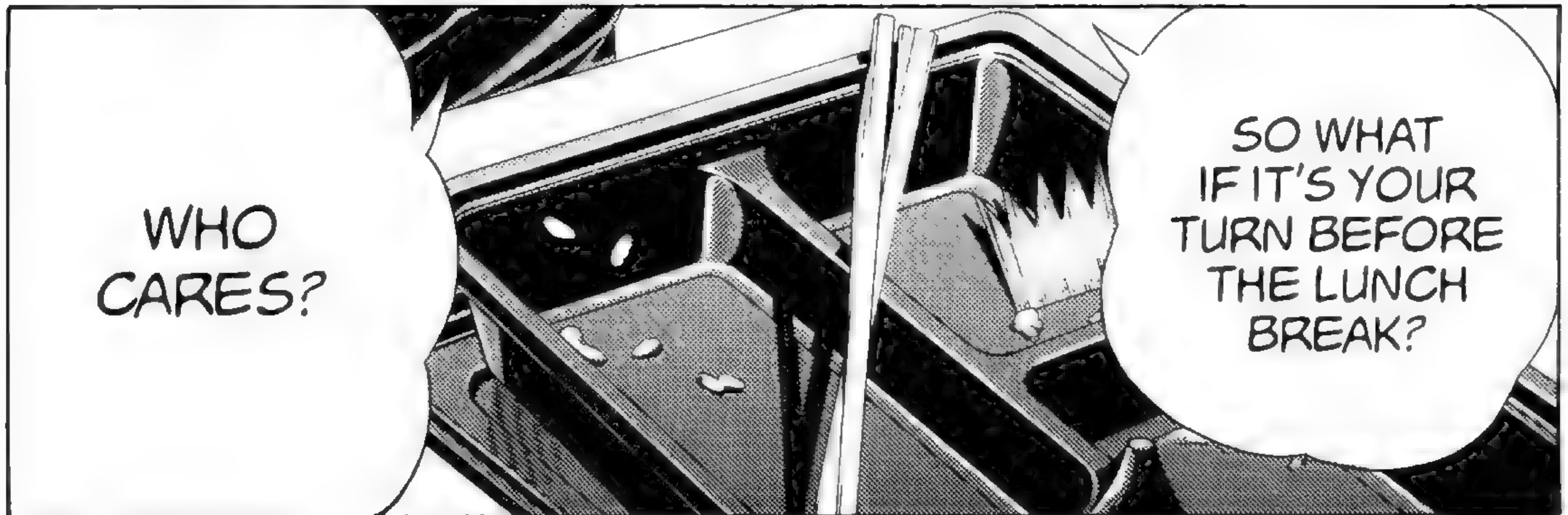












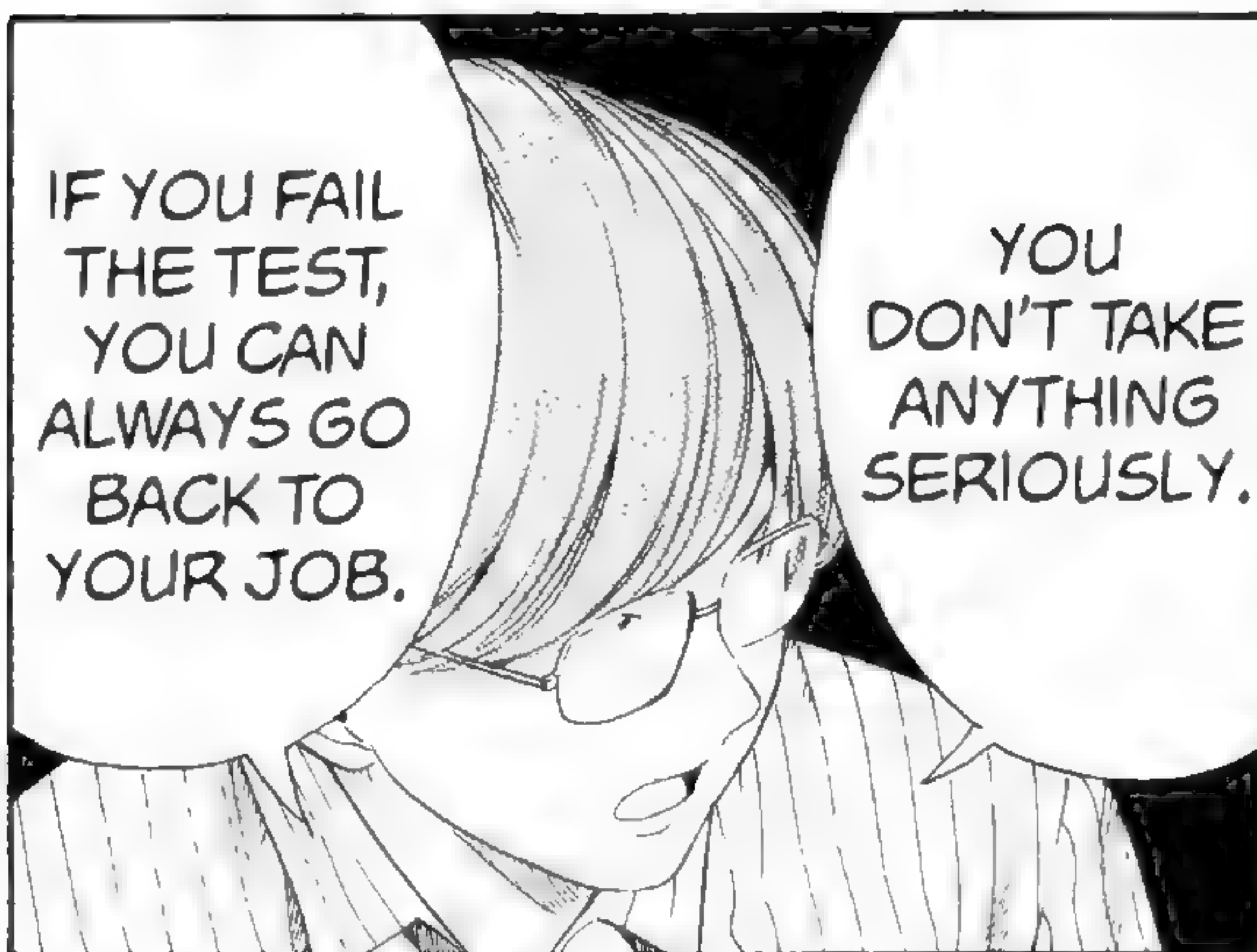




WHAT FOR?  
THIS IS THE  
BREAK  
ROOM!



KEEP IT  
DOWN,  
WILL  
YOU?



IF YOU FAIL  
THE TEST,  
YOU CAN  
ALWAYS GO  
BACK TO  
YOUR JOB.

YOU  
DON'T TAKE  
ANYTHING  
SERIOUSLY.

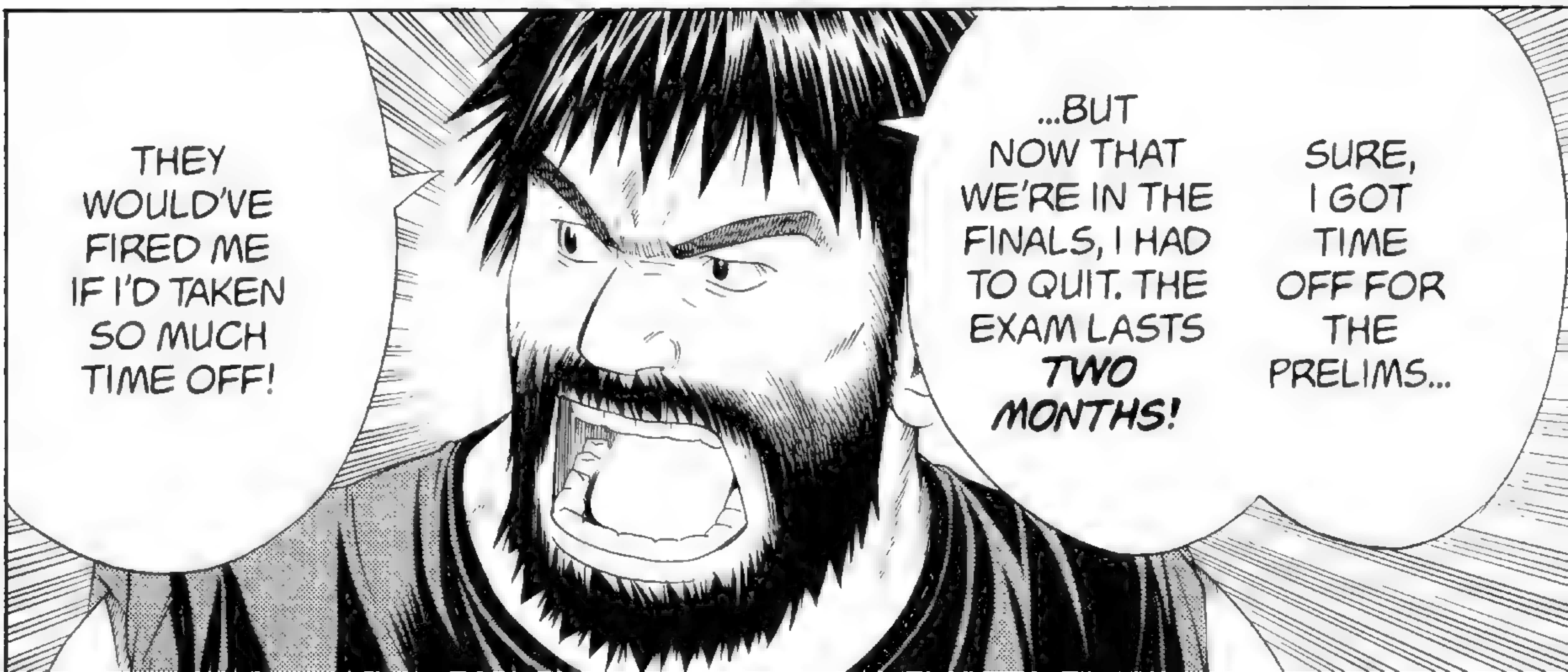


YOU  
THINK  
I'VE  
GOT A  
JOB  
TO GO  
BACK  
TO?!

THUD  
WHAT?!



IF YOU WANT  
PEACE AND  
QUIET, WHY  
DON'T **YOU**  
LEAVE?!



THEY  
WOULD'VE  
FIRED ME  
IF I'D TAKEN  
SO MUCH  
TIME OFF!

...BUT  
NOW THAT  
WE'RE IN THE  
FINALS, I HAD  
TO QUIT. THE  
EXAM LASTS  
**TWO**  
**MONTHS!**

SURE,  
I GOT  
TIME  
OFF FOR  
THE  
PRELIMS...





THAT'S  
BESIDE  
THE  
POINT.

OH  
YEAH  
?!



PROBABLY  
WASN'T  
MUCH OF  
A JOB  
ANYWAY.

.....



THAT'S WHY  
I WORK  
ODD JOBS.

NO  
COMPANY  
WILL GIVE  
YOU THAT  
MUCH  
TIME OFF.



DO YOU  
LIVE  
HERE IN  
TOKYO?



YEAH.



ACTUALLY,  
THIS IS  
THE FIRST  
TIME I'VE  
MADE IT  
PAST THE  
PRELIMS.

THIS IS THE  
FIFTH YEAR  
I'VE TAKEN  
THE TEST. I  
THOUGHT  
YOU'D REC-  
OGNIZE ME  
BY NOW.





\*About US \$180







OTHERS  
GO PRO IN  
HIGH SCHOOL  
AND GET INTO  
A GOOD  
UNIVERSITY  
LATER.



WELL,  
THERE ARE  
SOME WHO  
PASS THE PRO  
TEST WHILE  
THEY'RE AT  
A TOP  
UNIVERSITY.



SOME  
PEOPLE  
HAVE ALL  
THE LUCK.

I KNOW OF  
A PRO WHO  
WAS ALSO AN  
ATTORNEY.



...AS  
LONG  
AS  
YOU  
WIN.

WHO CARES  
IF YOU'VE  
GOT BRAINS  
OR NOT.  
  
IT DOESN'T  
MATTER...



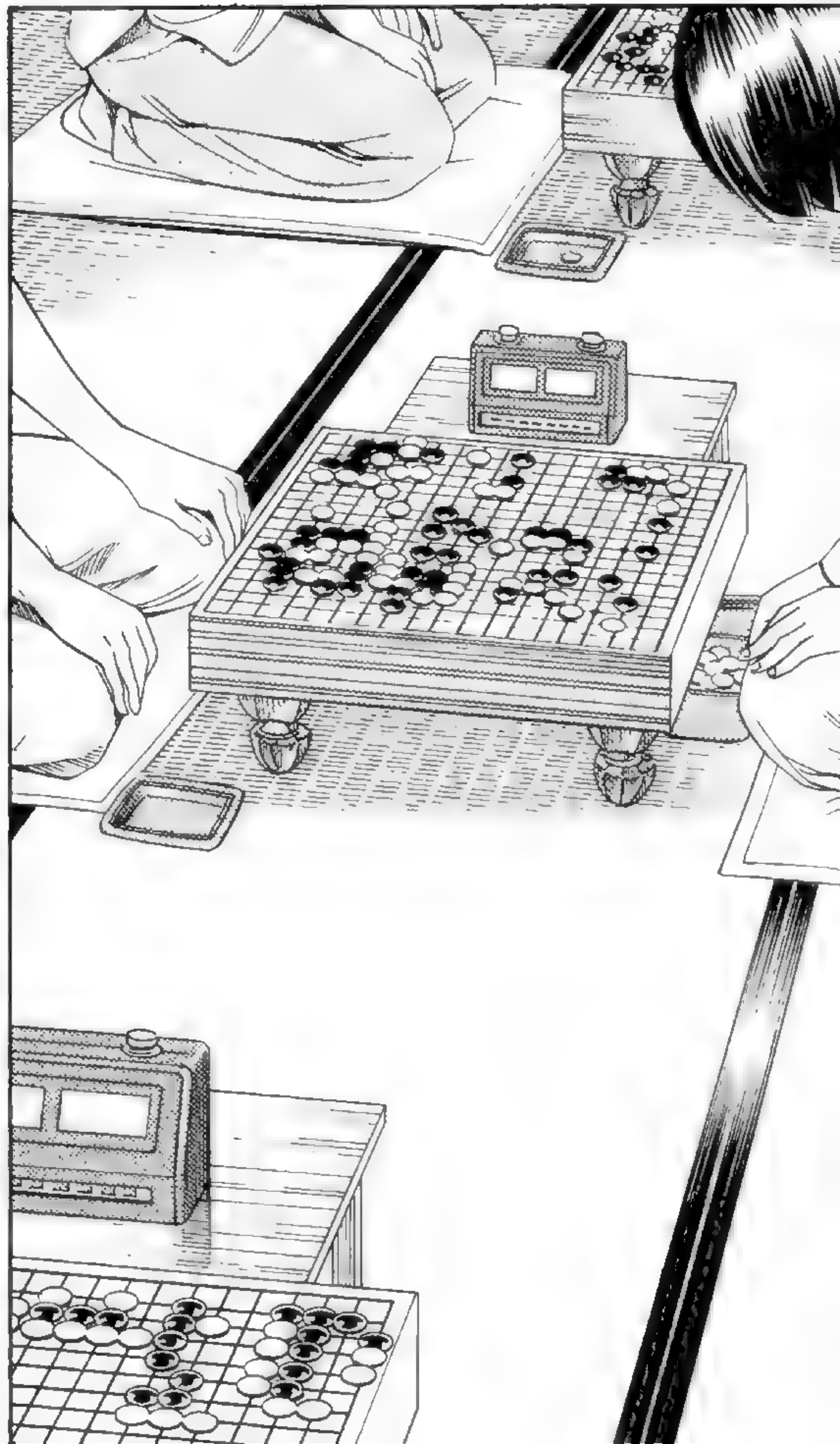
HA  
HA  
HA

LET'S  
NOT TALK  
ABOUT  
THIS  
ANYMORE.

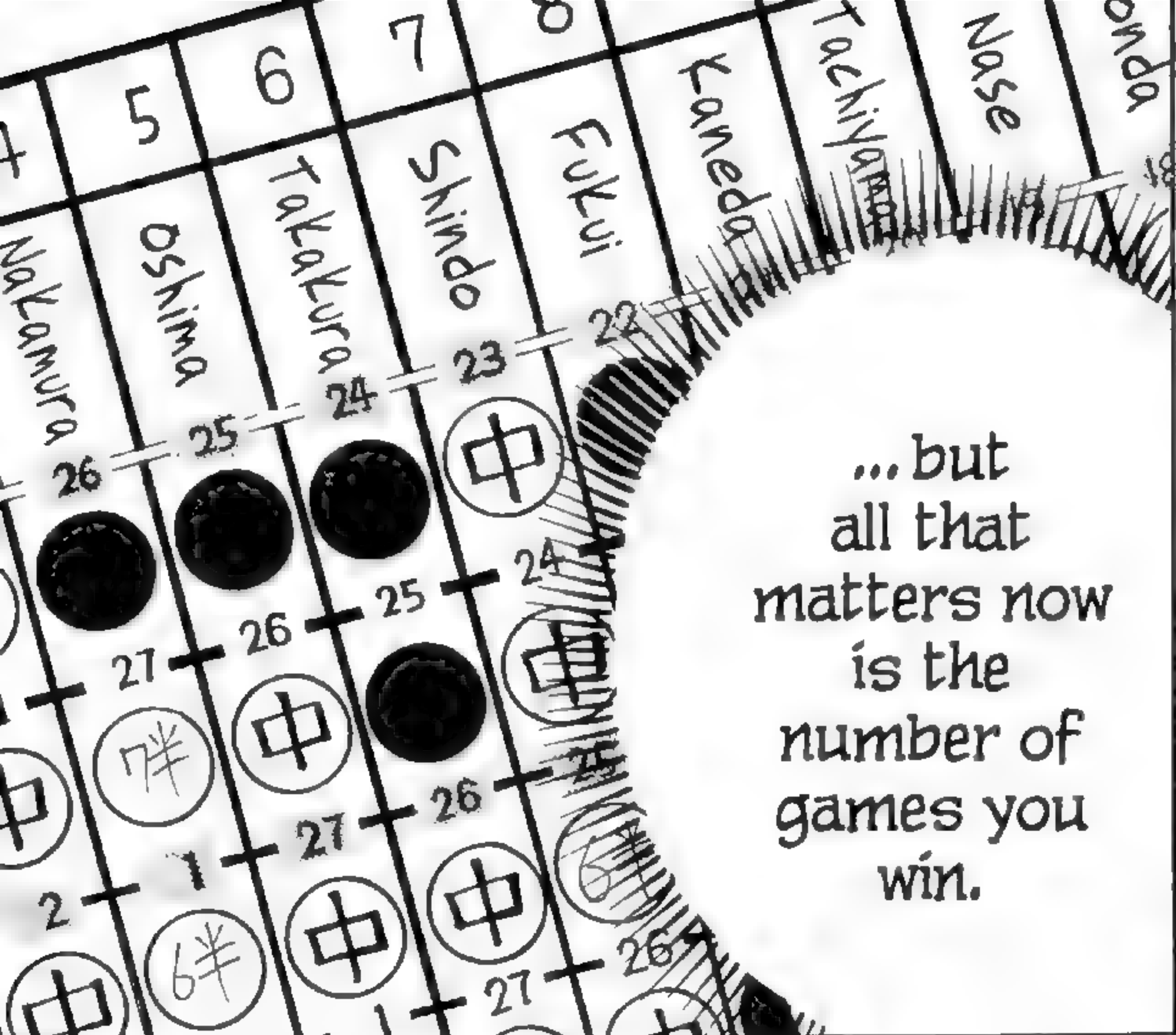


EITHER  
WAY,  
YOU'RE  
TOO LOUD,  
TSUBAKI.

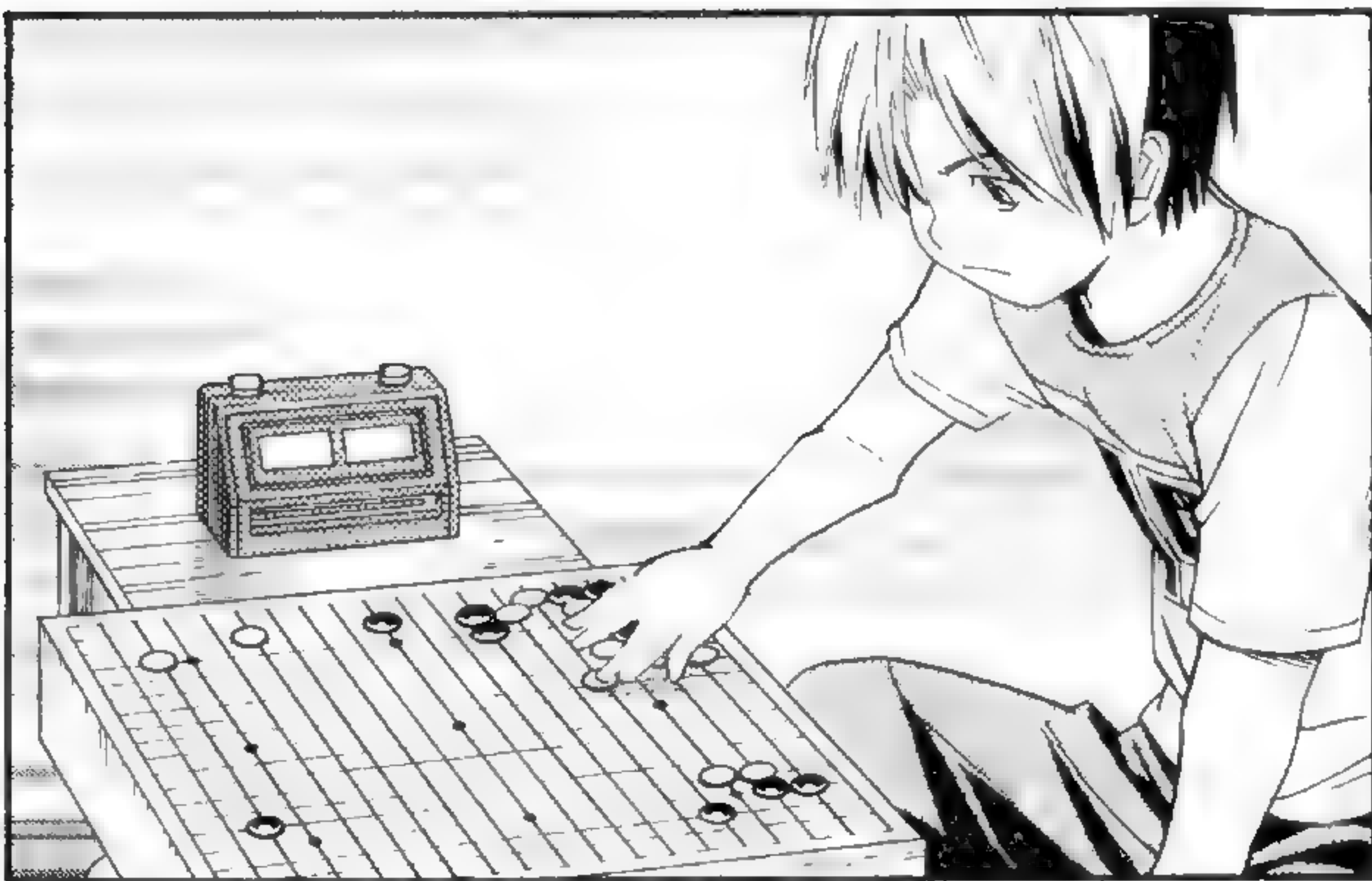
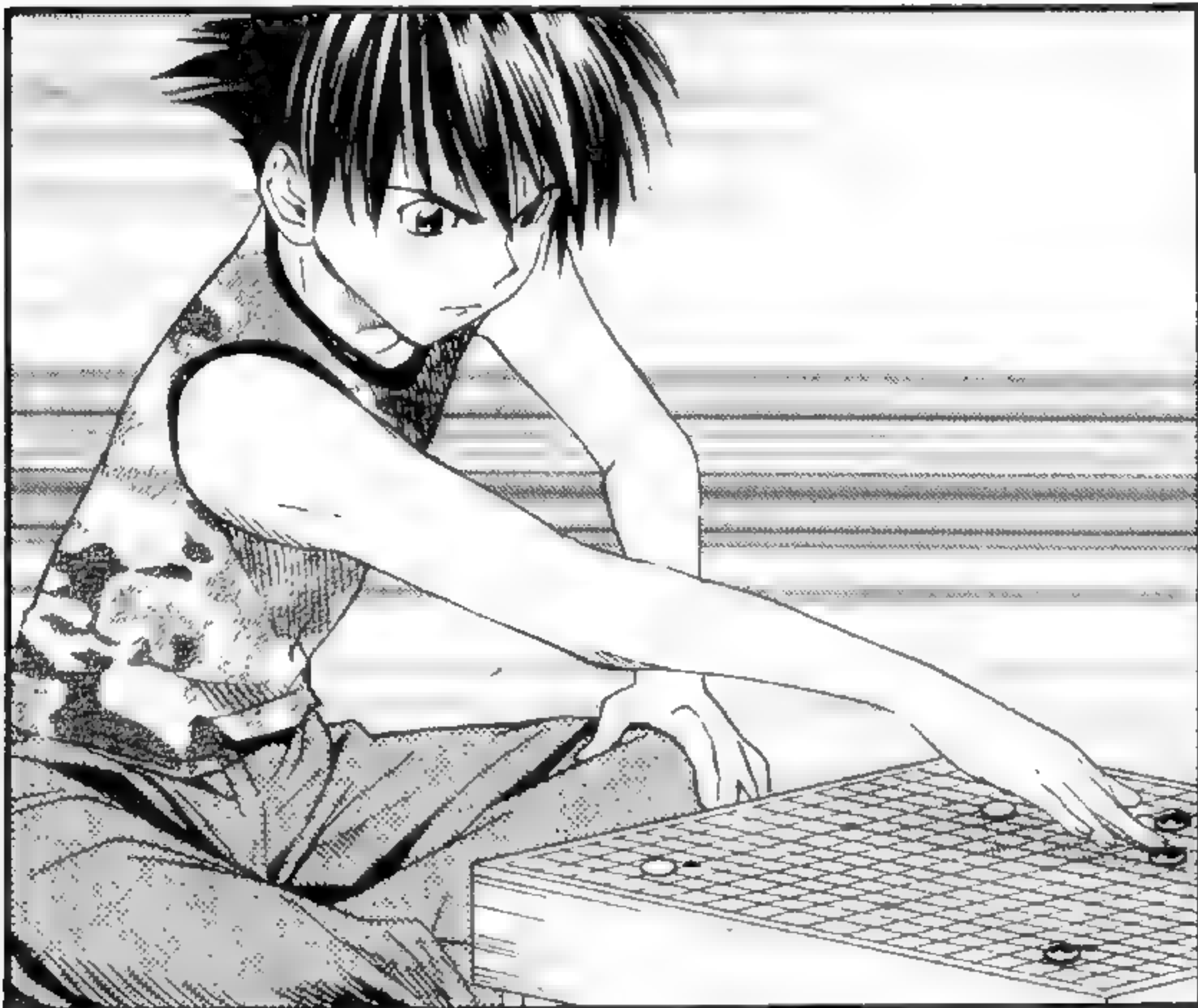












THESE FOUR  
ARE STILL  
UNDEFEATED.

...AND  
SHINDO...

ISUMI,  
OCHI,  
WAYA...





DID YOU WIN, ISUMI?

HE WAS PLAYING ADACHI.



WAYA LOST?!

GAME NINE...



WAYA'S STILL IN GOOD SHAPE. THAT'S HIS ONLY LOSS.

YEAH...

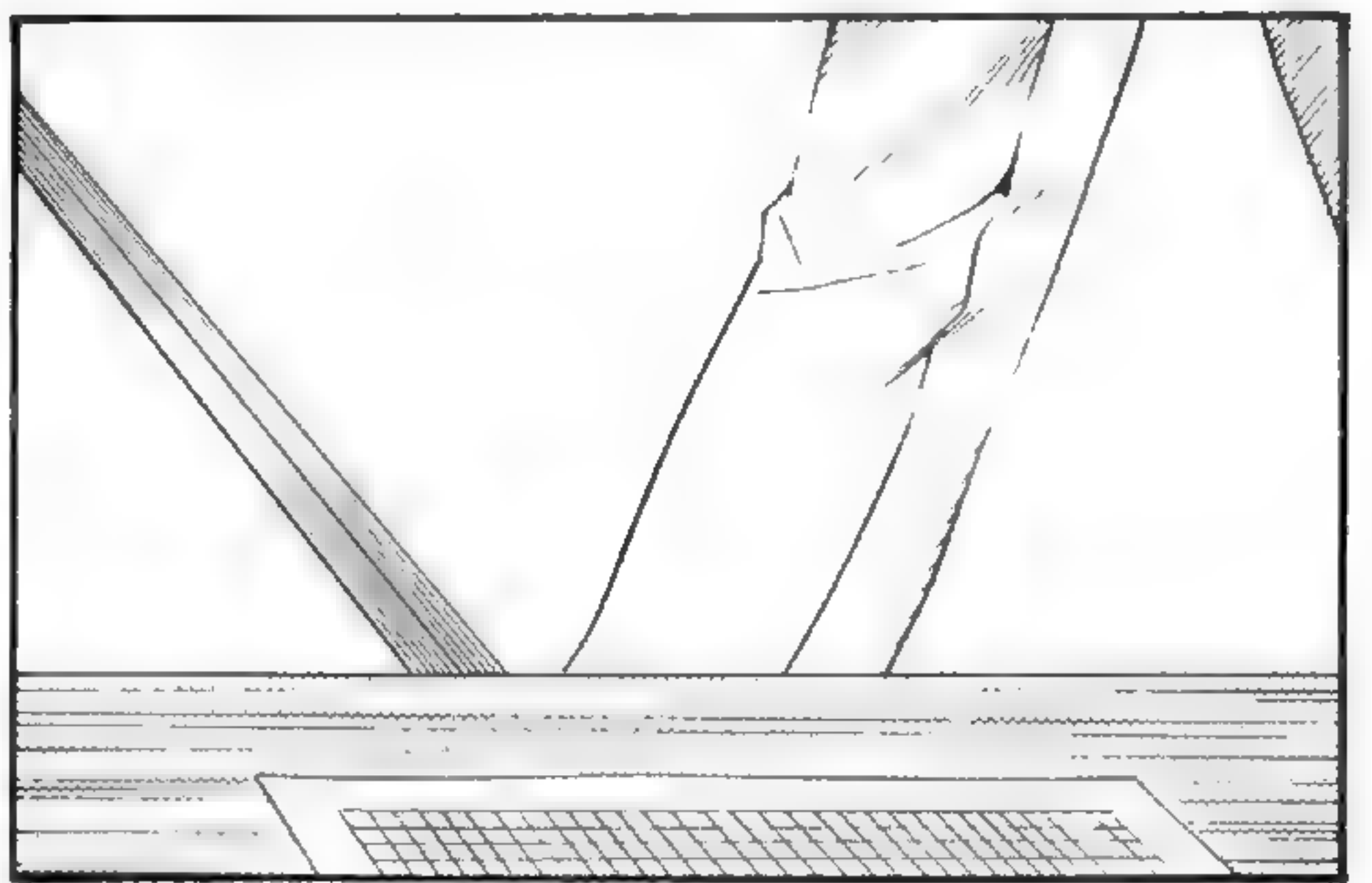
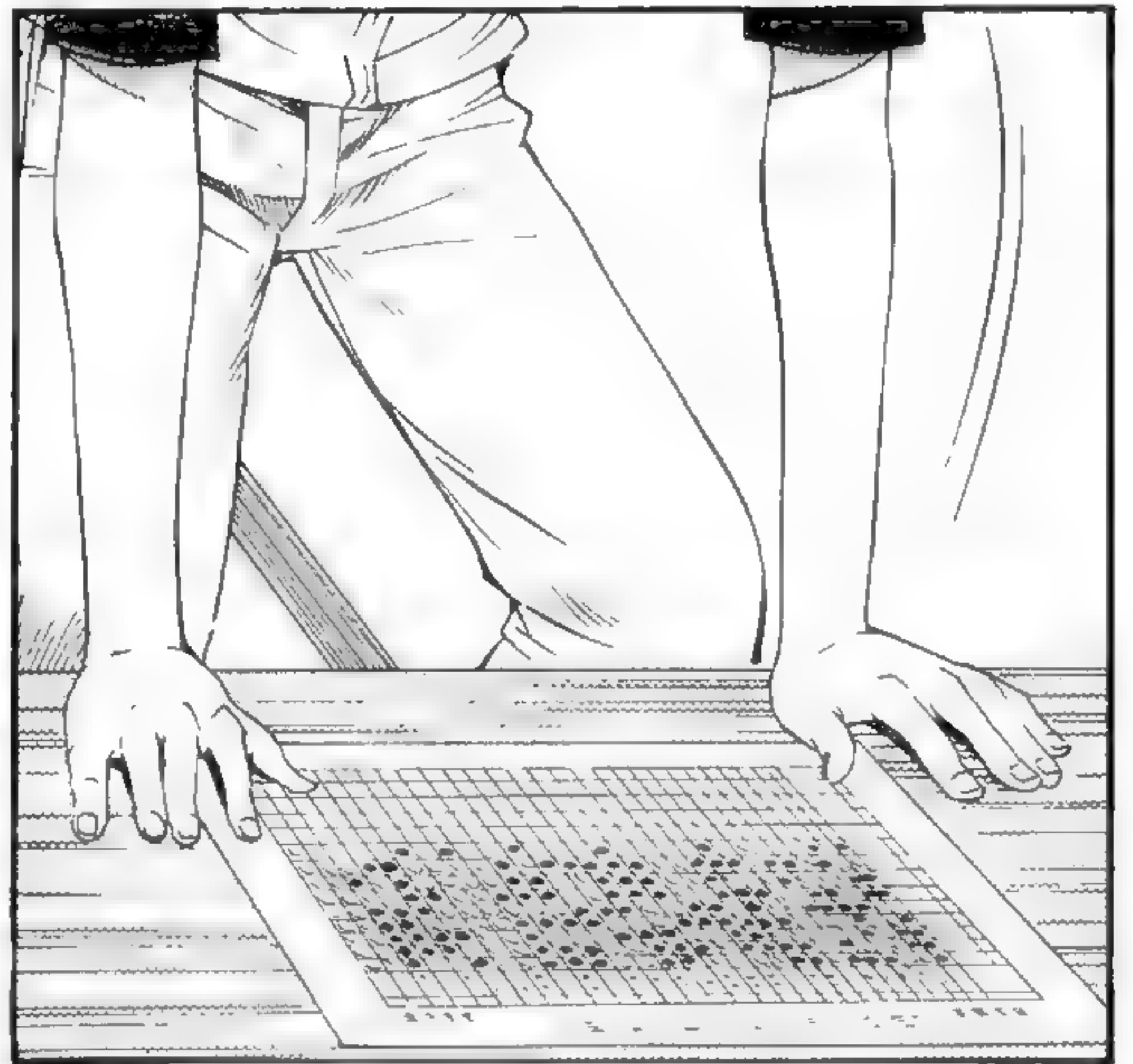
KTP



JUST TWO LOSSES.

I'M DOING ALL RIGHT, TOO.







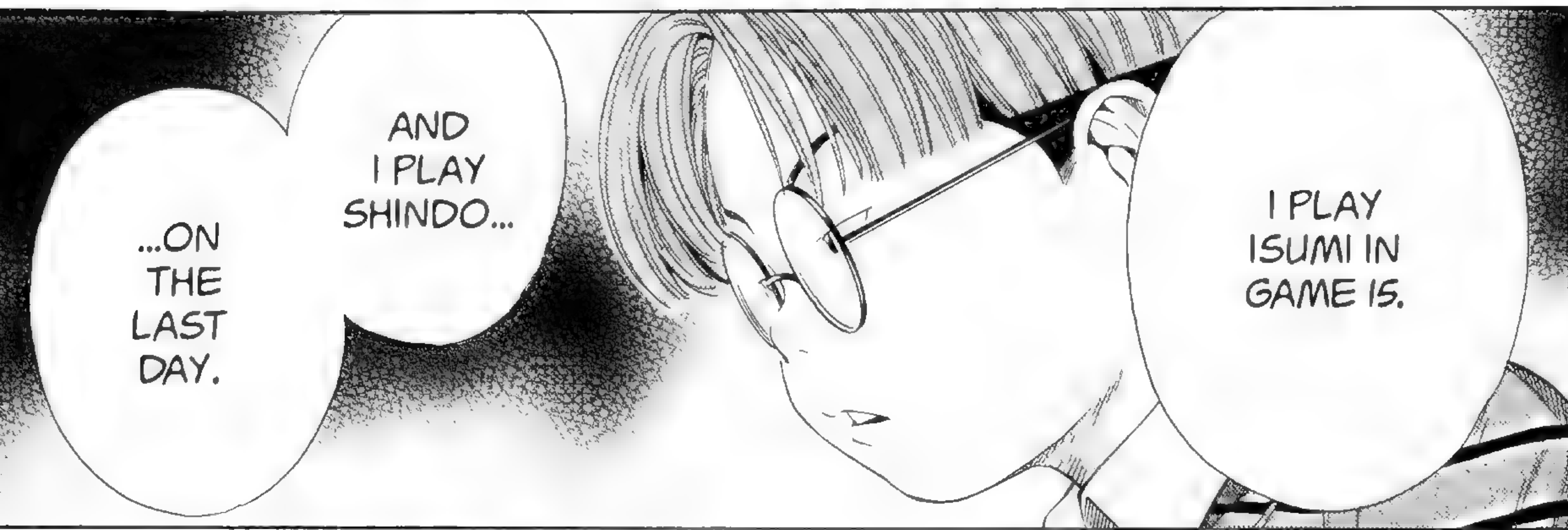


SHINDO  
AND ISUMI  
BOTH  
WON.



WAYA  
LOST.

HMM...



I PLAY  
ISUMI IN  
GAME 15.

AND  
I PLAY  
SHINDO...

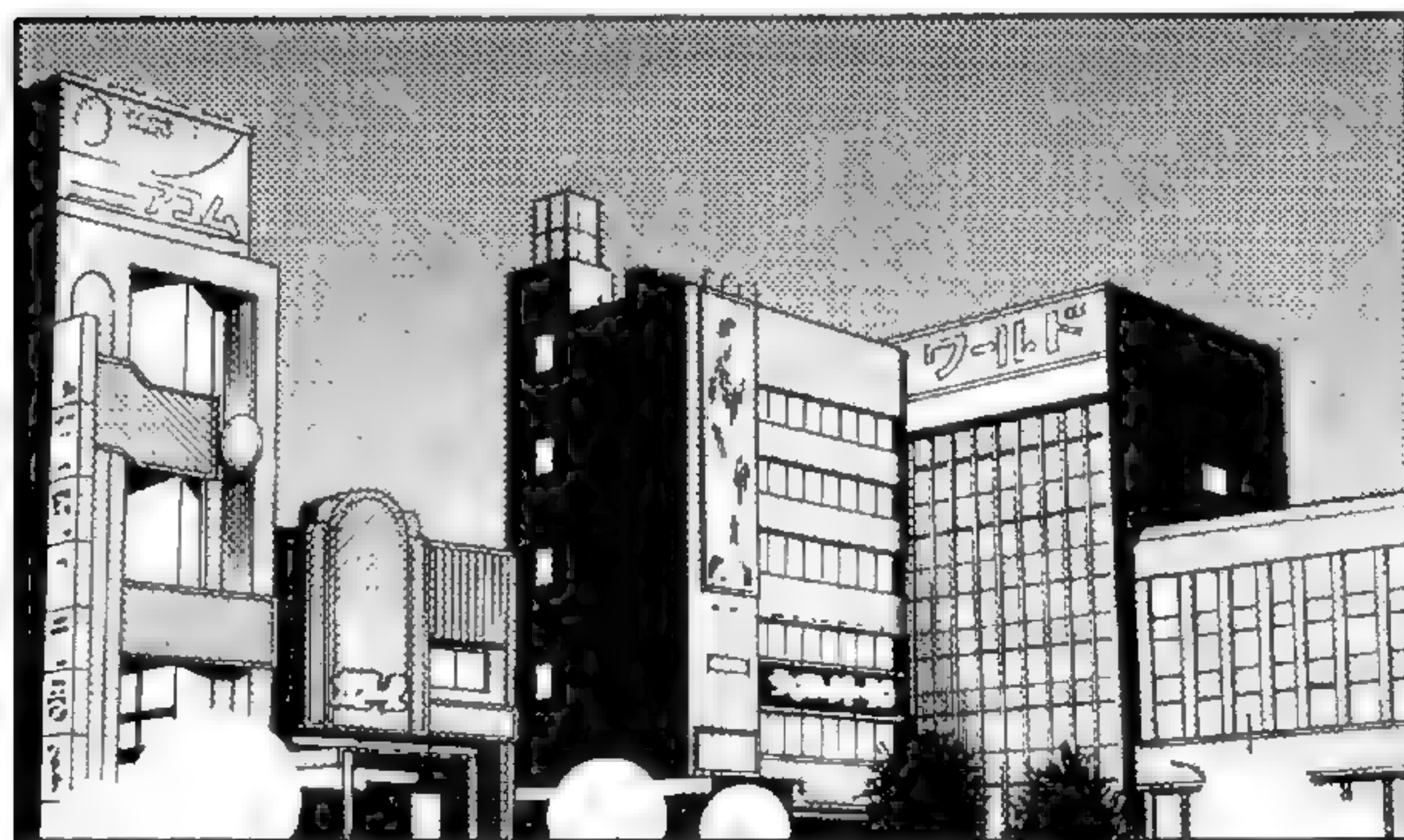
...ON  
THE  
LAST  
DAY.



AND  
TOMORROW'S  
HORRIBLE!  
GAME 10!

HOW'D  
YOU  
DO?









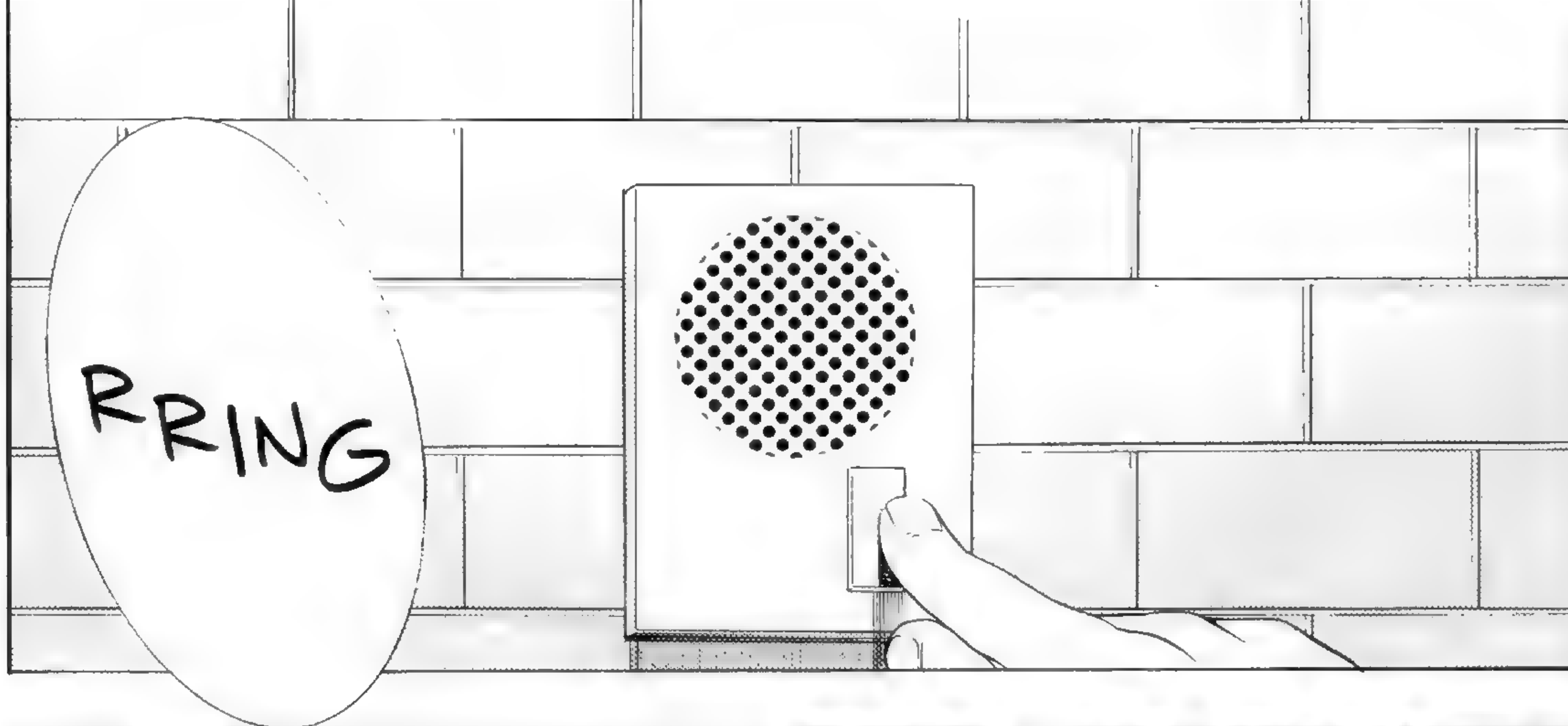




...BUT I CAN  
ALMOST HEAR  
SHINDO'S  
FOOTSTEPS  
BEHIND ME,  
GETTING  
CLOSER AND  
CLOSER.









...TAHITIAN  
SUNRISE.

Look  
over there!

ON THE  
PAGE  
OPPOSITE,  
HIKARU IS  
DRINKING...



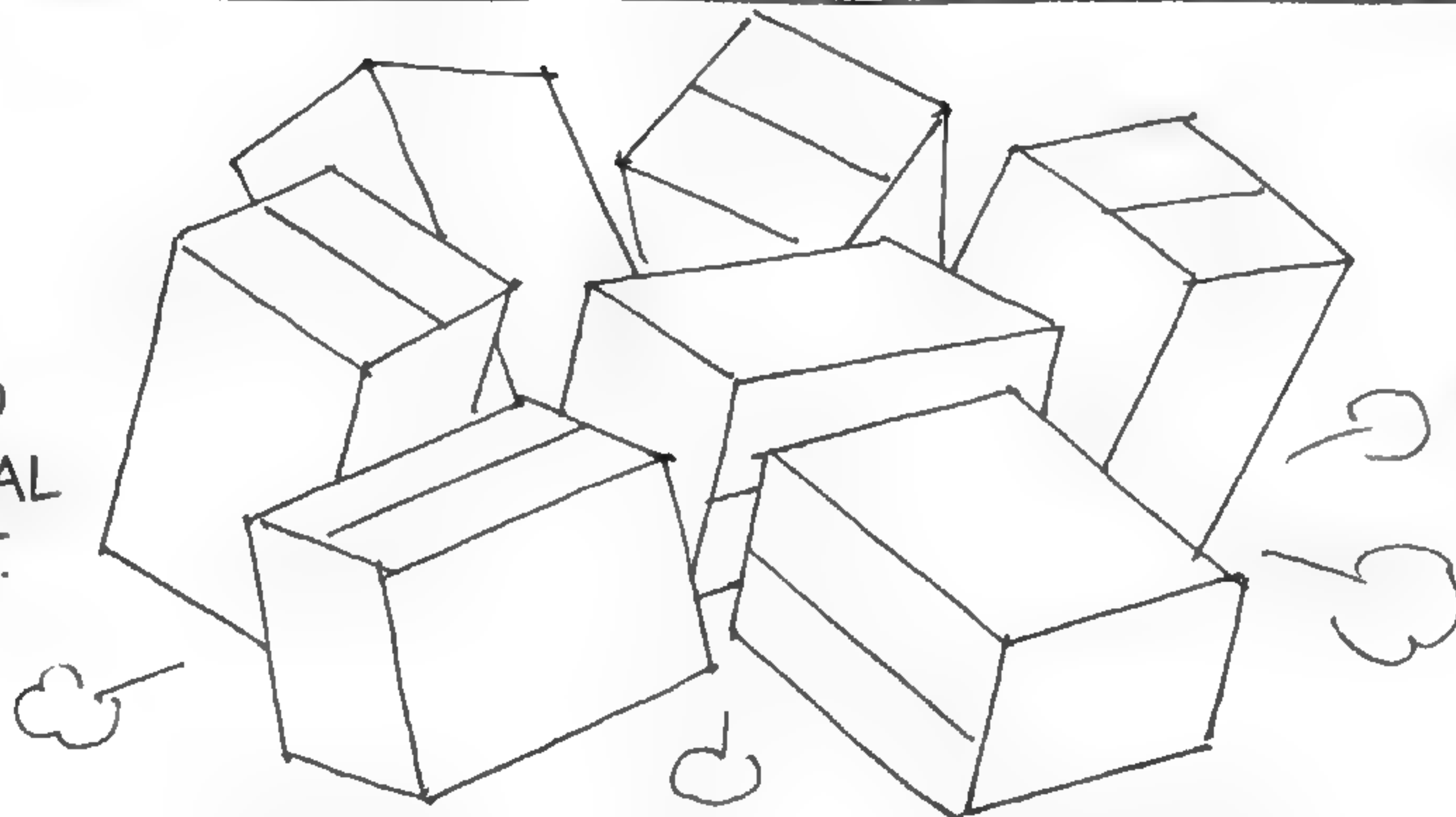
# HIKARU NO GO STORYBOARDS

(25)

YUMI  
HOTTA



...THE MANU-  
FACTURER  
SENT THEIR  
PRODUCTS TO  
THE EDITORIAL  
DEPARTMENT.



SHORTLY  
AFTER THE  
PAGE RAN  
IN THE  
MAGAZINE...

THIS TIME,  
WAYA'S  
HOLDING ONE  
OF THEIR  
BOTTLES IN  
GAME 84.



OBATA SENSEI  
REFERENCED  
THE COMPANY  
AGAIN.

Yeah!

I've heard rumors  
about this  
happening, but...

ALONG  
WITH  
SOME  
TEA.

THE MANU-  
FACTURER  
SENT ME  
SOME  
TAHITIAN  
SUNRISE AS  
WELL,

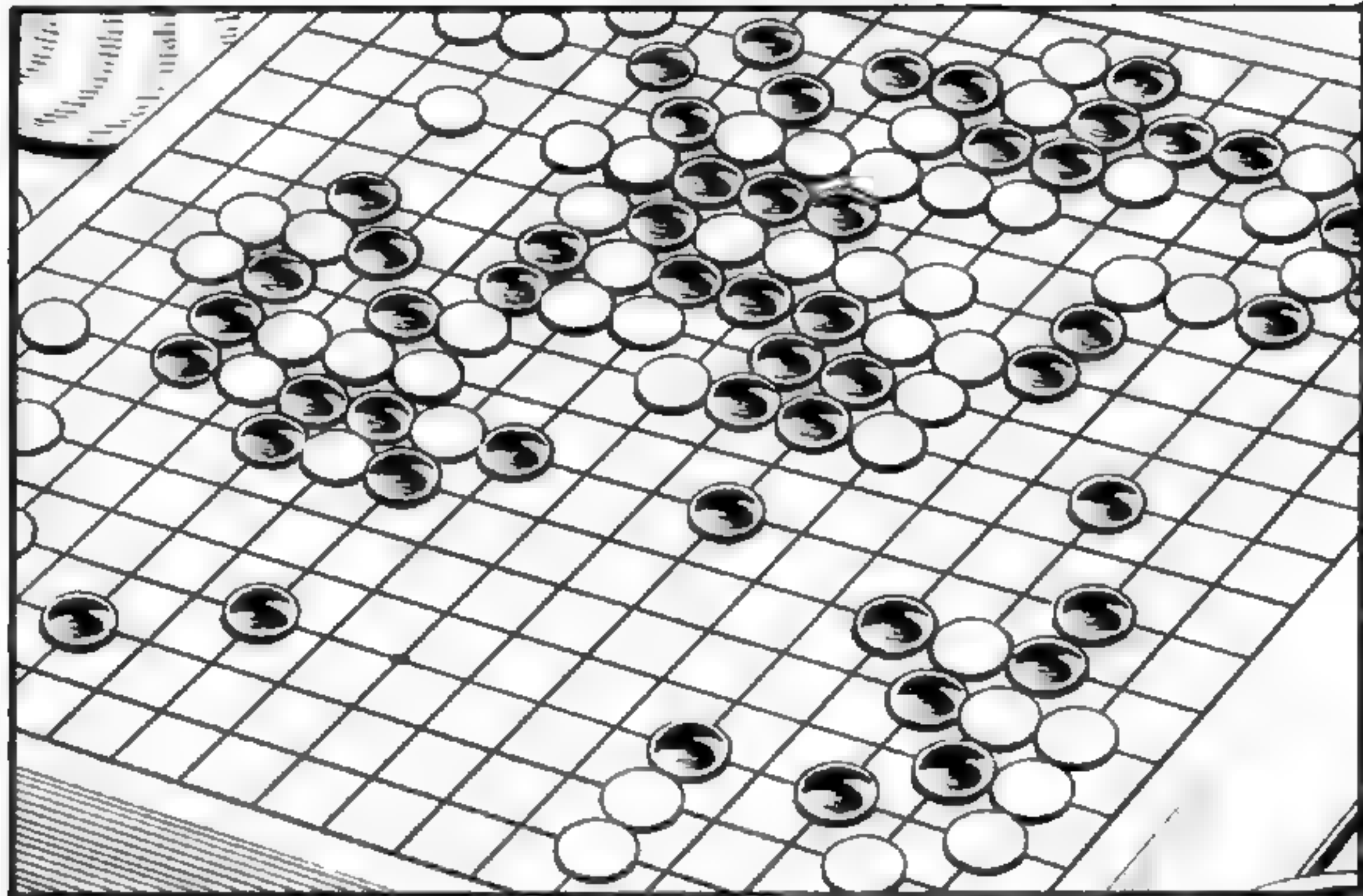




## Game 80 "A Stand-in"









...I CAN  
COMPARE  
SHINDO'S  
GAME WITH  
MINE.



I'M ALL  
RIGHT.

SURE YOU'RE  
OKAY? AFTER  
THE GAME,  
YOU WENT  
STRAIGHT TO  
THE  
BATHROOM  
AND DIDN'T  
COME OUT.



I TOLD  
YOU, I'M  
FINE!  
NOW  
LEAVE  
US  
ALONE!

BUT  
YOU—







WHEN I  
PASS THE  
PRO TEST,  
HE'LL BE  
MY RIVAL.

NO  
WONDER  
EVERYONE  
MAKES A  
FUSS OVER  
HIM.

SO THIS  
IS AKIRA  
TOYA.



SHALL WE  
ANALYZE  
THE GAME?

YOUR GRANDFATHER  
HIRED ME TO PLAY  
A TEACHING GAME  
WITH YOU. BUT YOU  
SEEMED TO WANT A  
REAL GAME. THAT'S  
WHY I DIDN'T HOLD  
BACK.



I SHOULD  
HAVE  
EXTENDED  
HERE  
INSTEAD.

I TRIED TO  
SURROUND THIS  
AREA ON THE RIGHT  
WITH THESE TWO  
MOVES, BUT THAT  
DIDN'T WORK  
BECAUSE YOU WERE  
ABLE TO PUSH AND  
CUT. THAT WAS MY  
MISTAKE.

KLAK

KLAK

KLAK

KLAK



I KNOW  
WHY I  
LOST.



SHFF  
SHFF





OCHI  
STILL HAS  
TIME TO  
IMPROVE.

THAT'S  
A MONTH  
AND A  
HALF  
AWAY.



I SAW THE PRO  
TEST STANDINGS  
ON THE GO  
ASSOCIATION  
WEBSITE. ONLY  
YOU AND TWO  
OTHERS HAVE  
WON ALL YOUR  
GAMES. YOU,  
ISUMI...



OCHI AND  
SHINDO  
FACE EACH  
OTHER ON  
THE LAST  
DAY.

YOU  
SHOULD  
USE YOUR  
THICKNESS  
OFFEN-  
SIVELY.

YOU'RE RIGHT.  
BUT I THINK  
THAT YOU'RE  
TOO  
CONCERNED  
WITH  
TERRITORY.



THE PRO TEST  
GOES ON SO  
LONG. PLAYERS  
GET TIRED,  
THEIR RHYTHM  
GETS THROWN  
OFF AND THEY  
LOSE TO  
PEOPLE THEY  
SHOULD'VE  
BEEN ABLE TO  
BEAT.

HOW  
SHOULD  
I KNOW!

HOW  
DID THE  
GAME  
GO?!



SHINDO  
LOST  
TODAY.

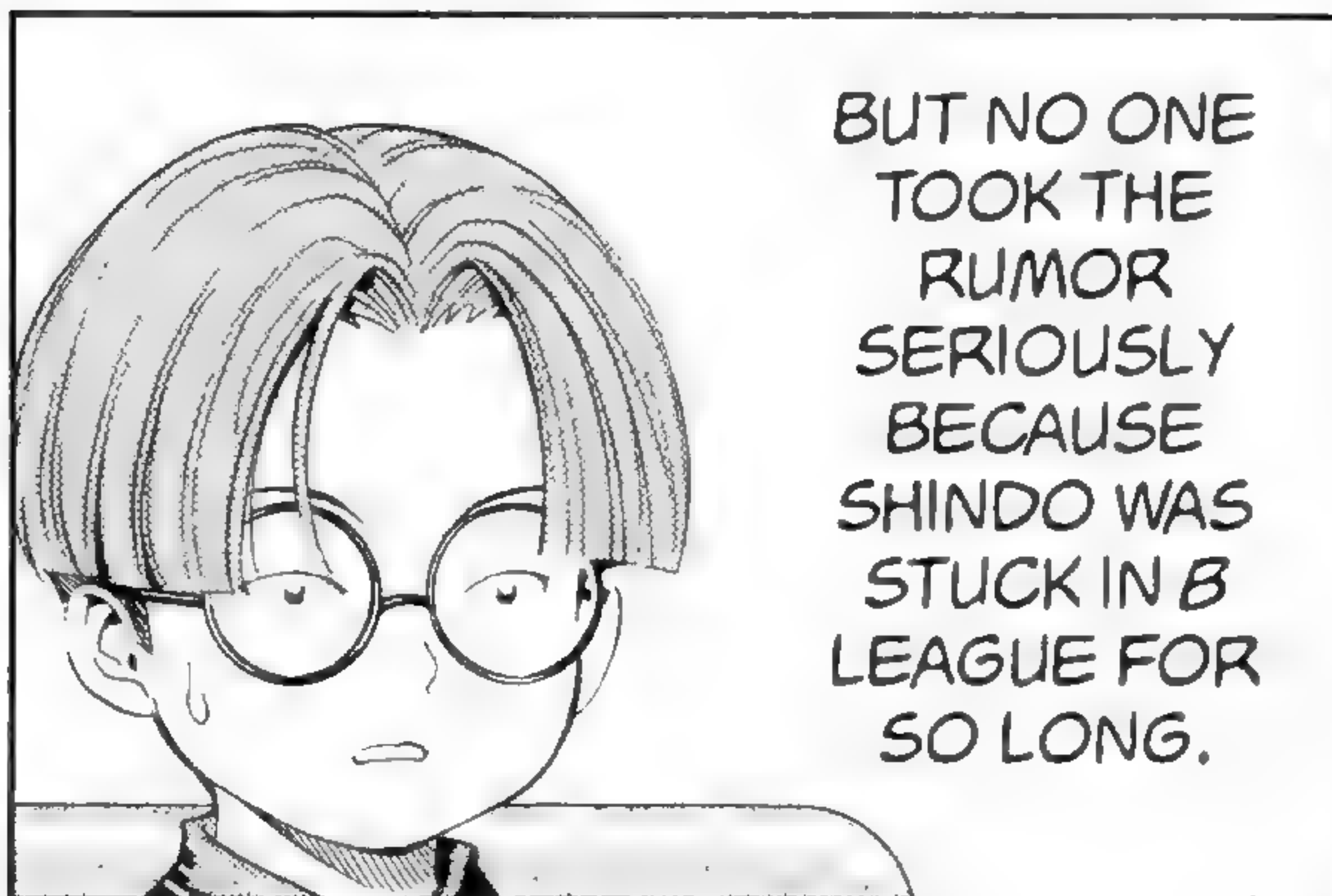
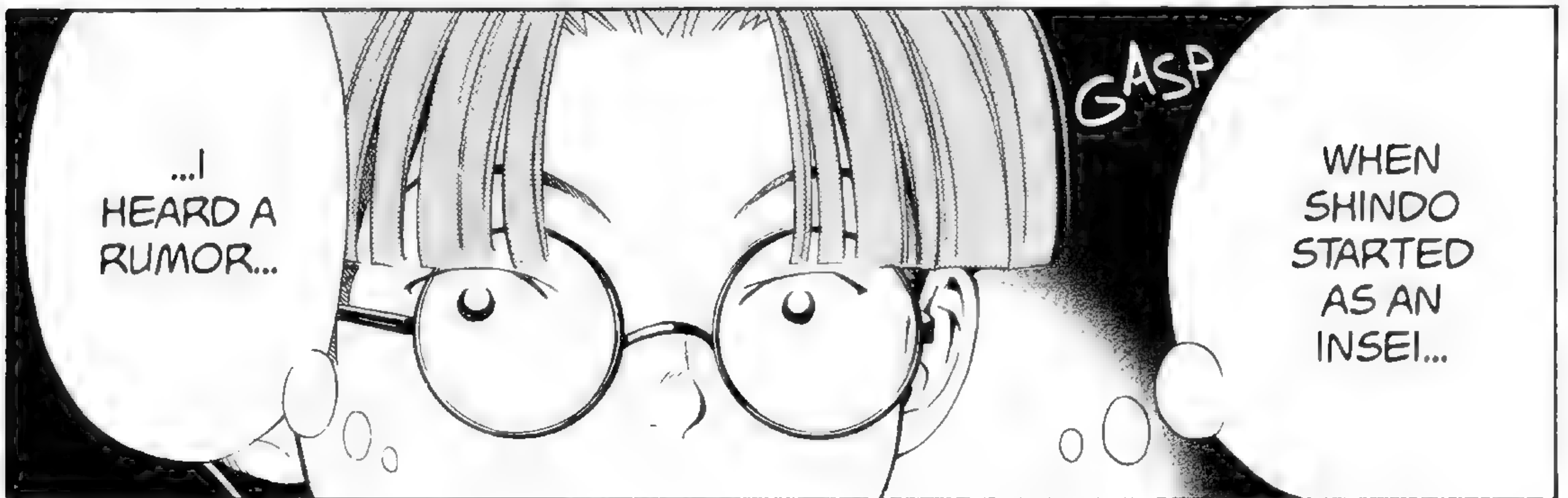
...AND  
SHINDO.



TO A  
NON-  
INSEI  
PLAYER.

WHAT?!  
HE  
LOST?

















KOSUKE,  
WHAT'S  
GOING  
ON?

I CAN WIN  
WITHOUT  
YOUR  
HELP!

AND WHY  
ARE YOU  
WORRIED  
ABOUT  
SHINDO?!



KOSUKE!

**TODAY?!**  
LOOK, YOU  
AREN'T  
COMING  
BACK!

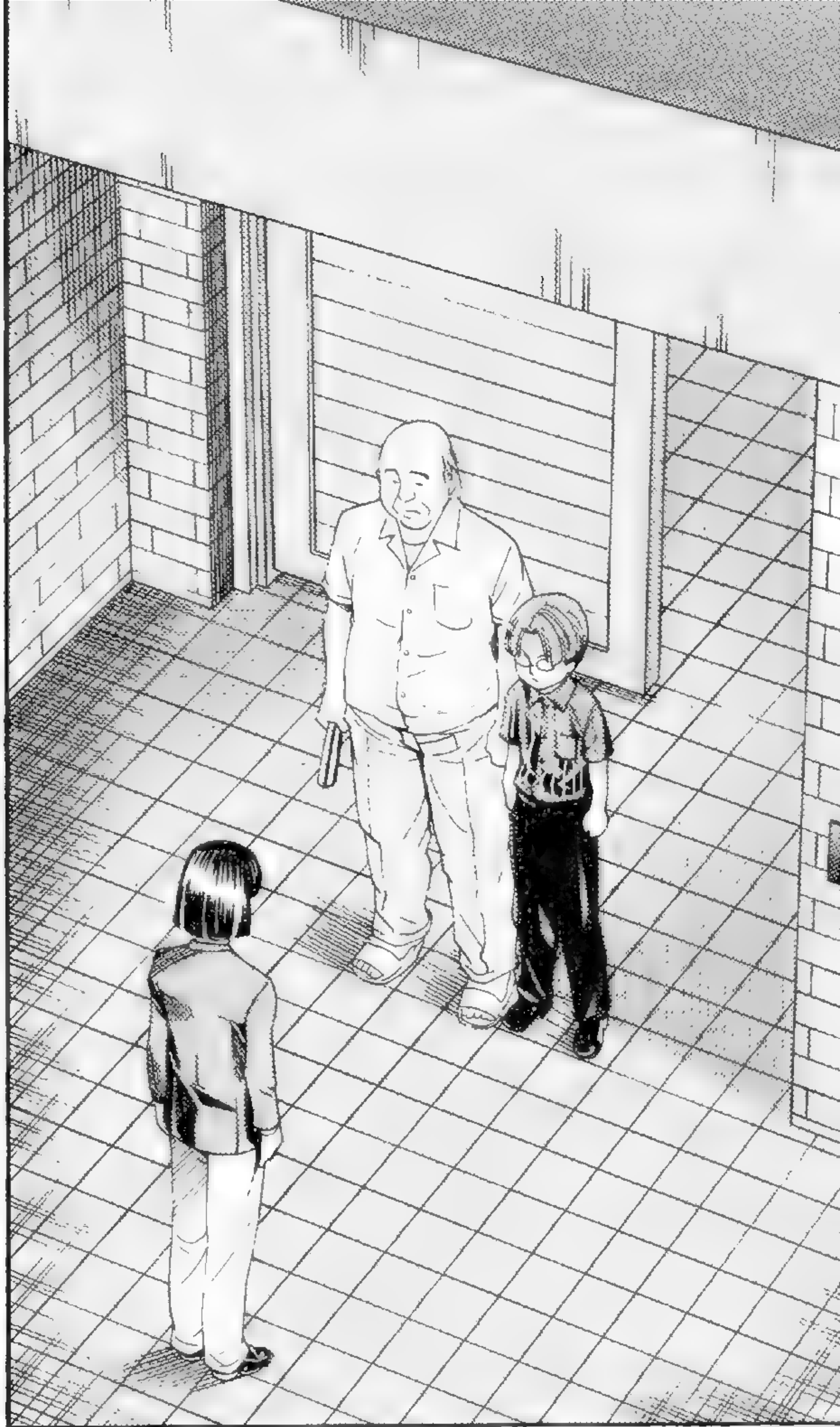
I'M  
SORRY.  
MAYBE  
THAT'S  
ENOUGH  
FOR  
TODAY.



NOW  
GET  
OUT!!

I'LL SHOW  
YOU HOW  
GOOD I AM!  
WE'RE  
GONNA BE  
RIVALS!

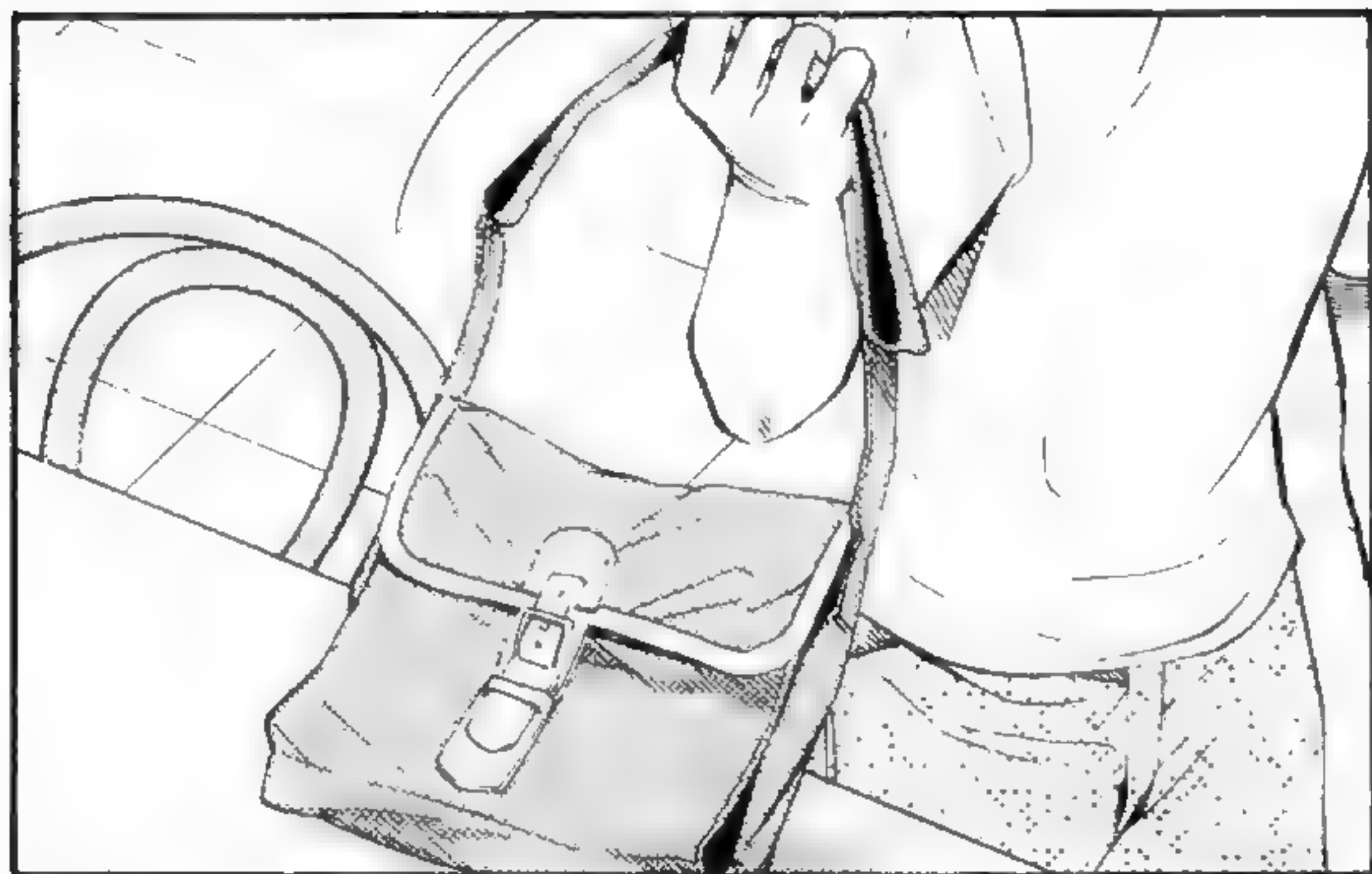
















I WON TODAY  
AND STAYED  
AT TWO  
LOSSES.



GOODBYE,  
SIR.

MIGHT  
BE A  
WHILE.

I  
SEE.



WELL, I  
GRADUATE  
FROM THE INSEI  
SCHOOL THIS  
YEAR. I HAVE TO  
PASS.



BUT  
THE UPPER  
RANKS ARE STILL  
HOLDING STRONG.  
YOU AND OCHI ARE  
UNDEFEATED, AND  
WAYA AND SHINDO  
STILL HAVE ONLY  
ONE LOSS  
EACH.



THE AGE  
LIMIT FOR  
TAKING THE  
PRO TEST MAY  
BE 30, BUT IF I  
DON'T PASS IT  
NOW, I FEEL  
LIKE I NEVER  
WILL.

YEAH...

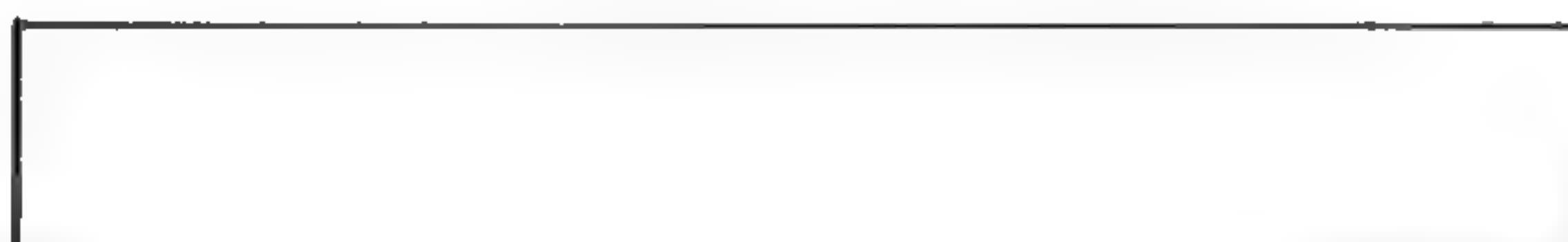
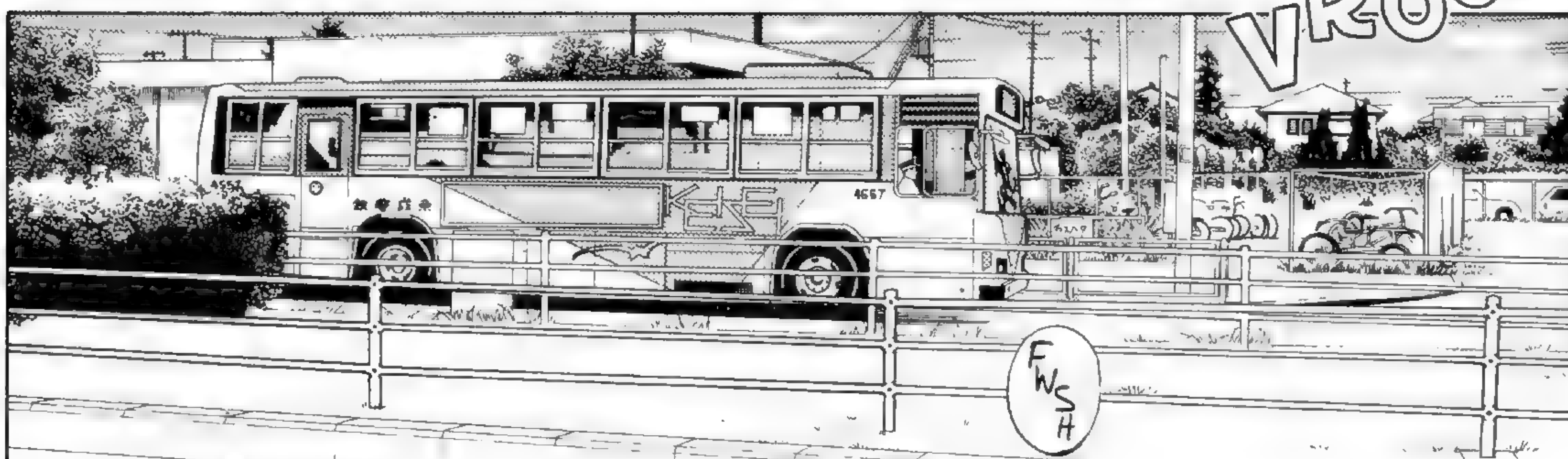
MY PARENTS  
SAID I CAN KEEP  
TRYING UNTIL  
I'M 20. BUT  
AFTER THAT,  
THEY WANT ME  
TO QUIT.

IT'S NO  
DIFFERENT  
FOR ME. I'M  
ONLY A YEAR  
YOUNGER  
THAN YOU.

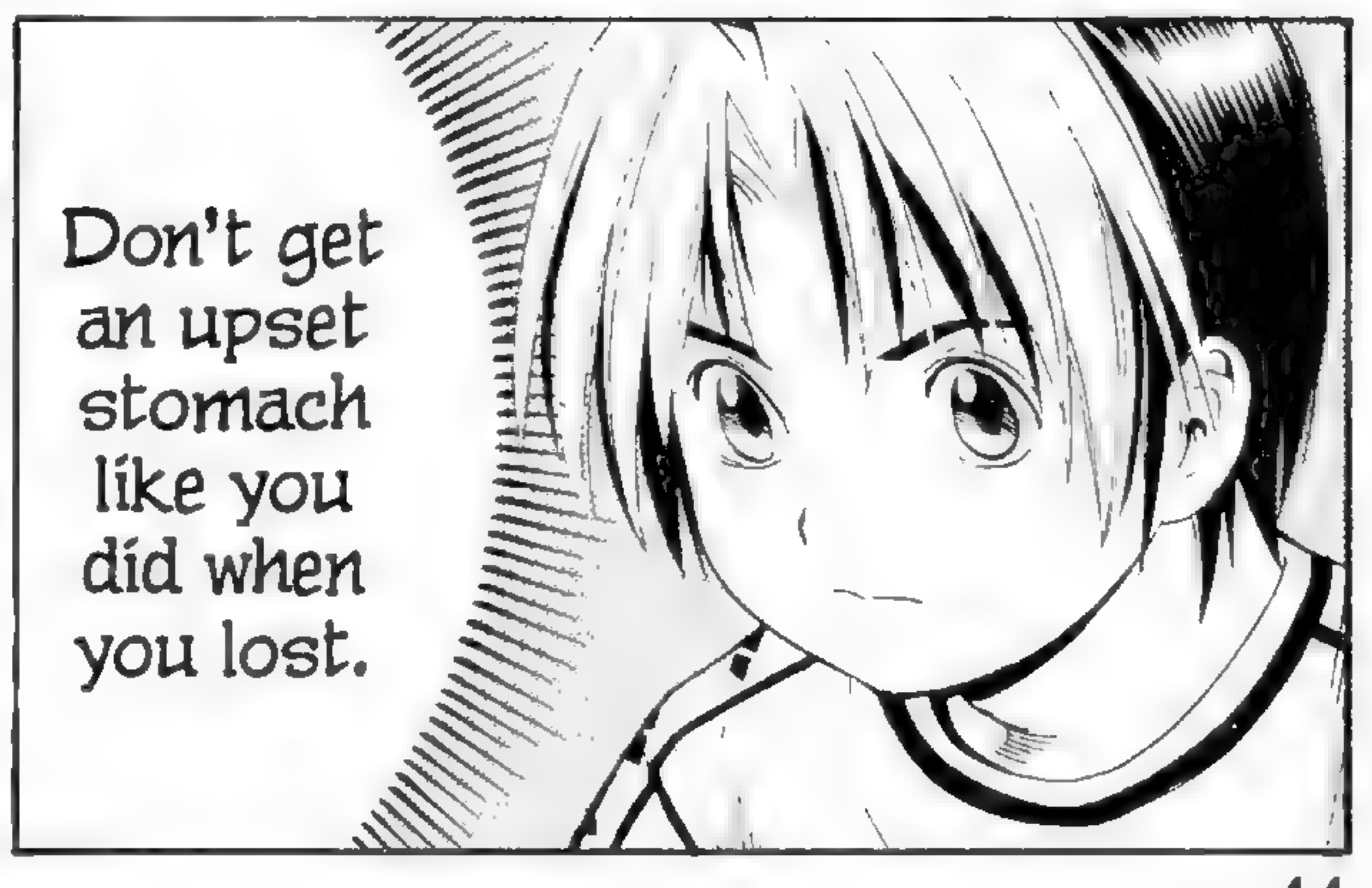
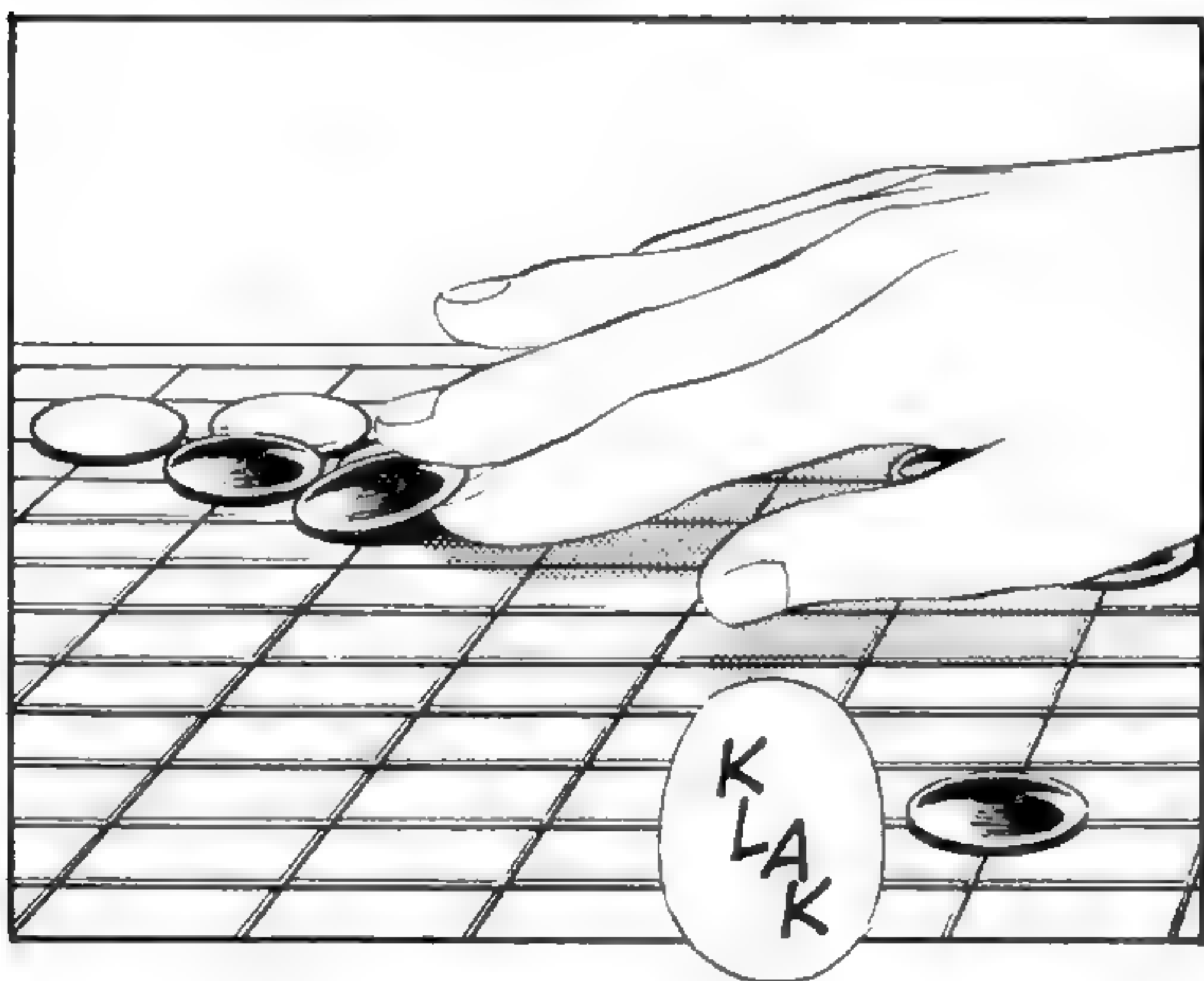
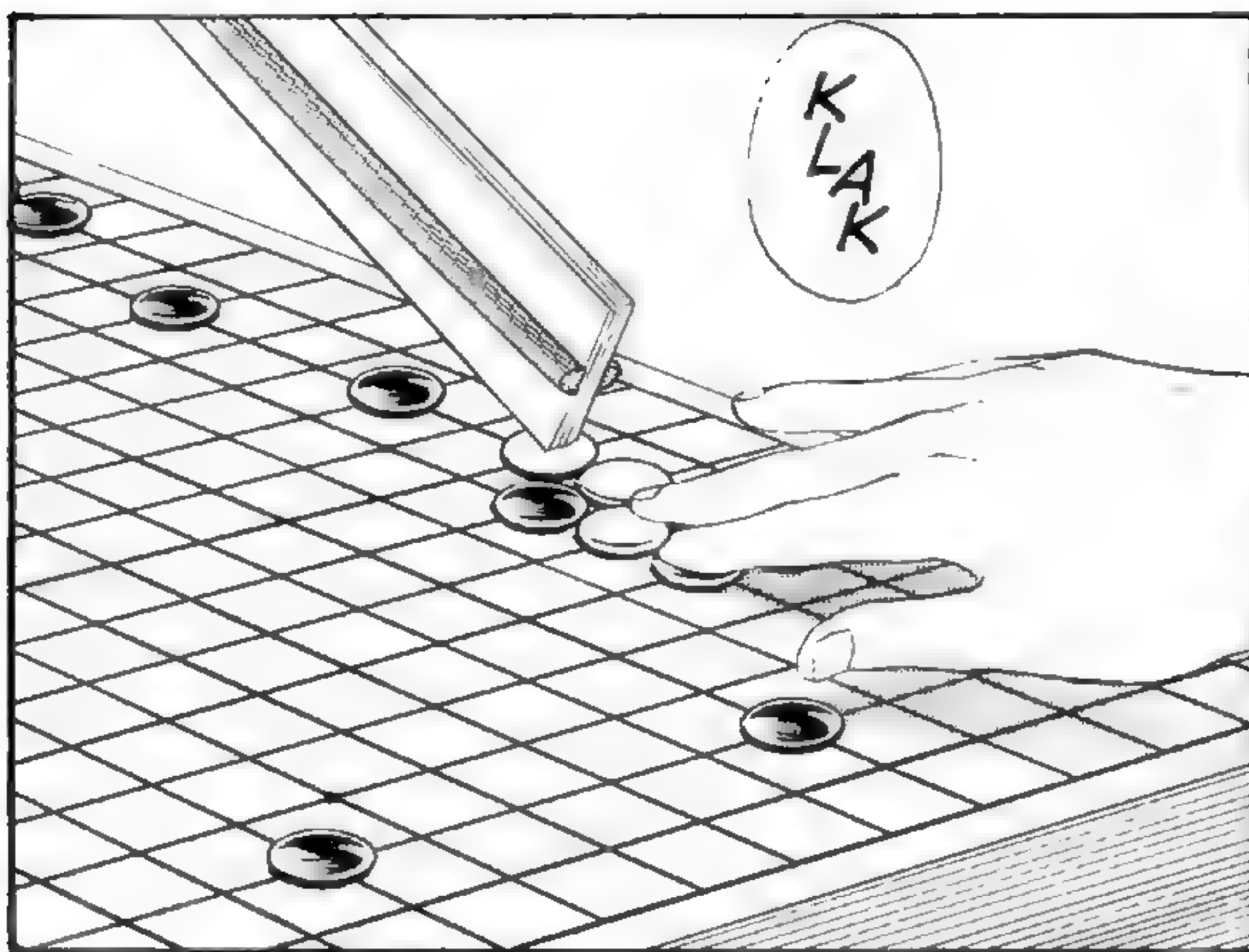




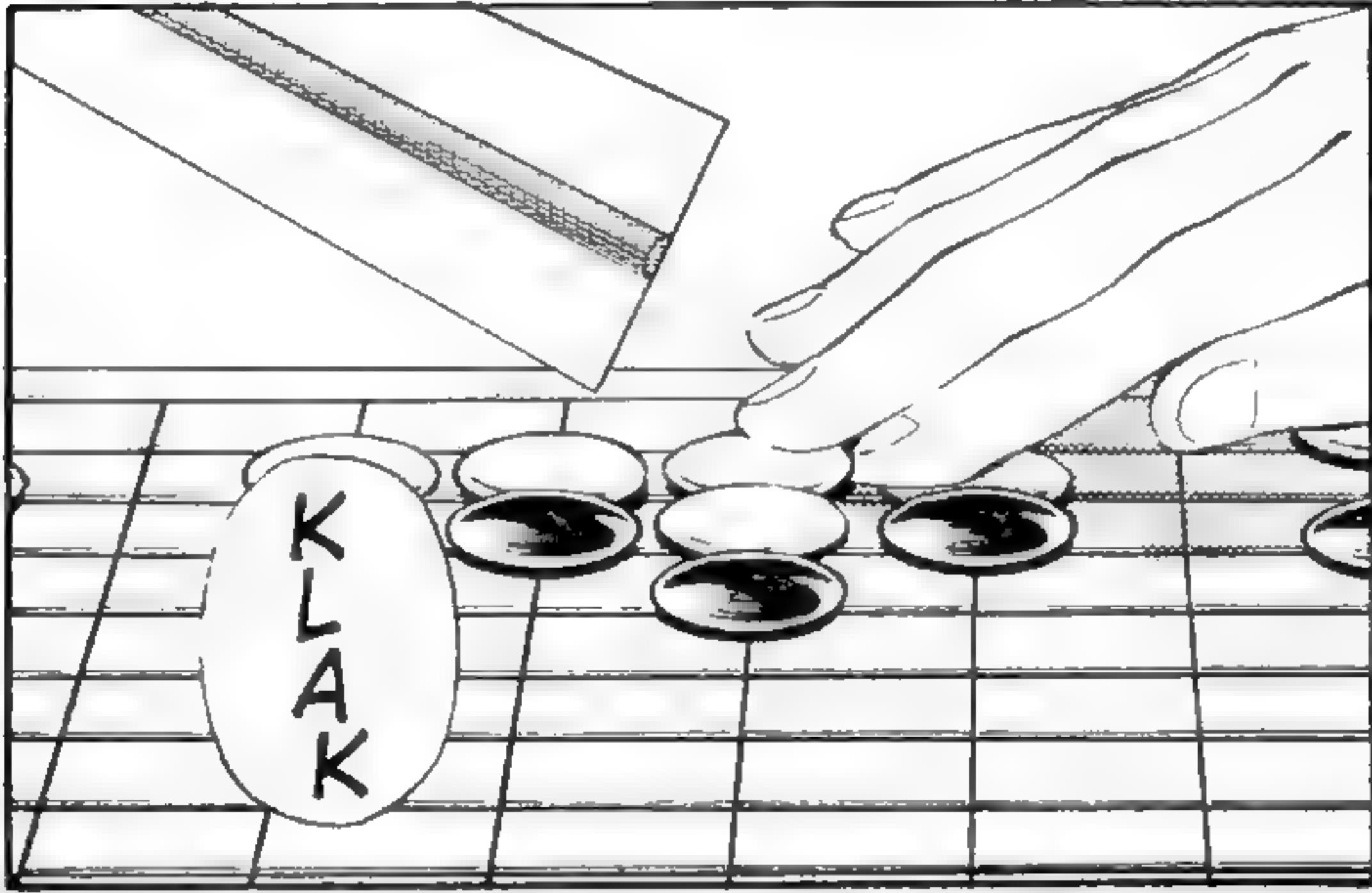


























READ  
THIS  
WAY





AND  
NOW...

# WHAT'S MY LINE?

FROM **HONG KONG**

● GAME 63



● GAME 57



光仔  
再來一局  
！來啊！

白痴...



● GAME 54

● GAME 52



# Game 81

## "An Important Game"









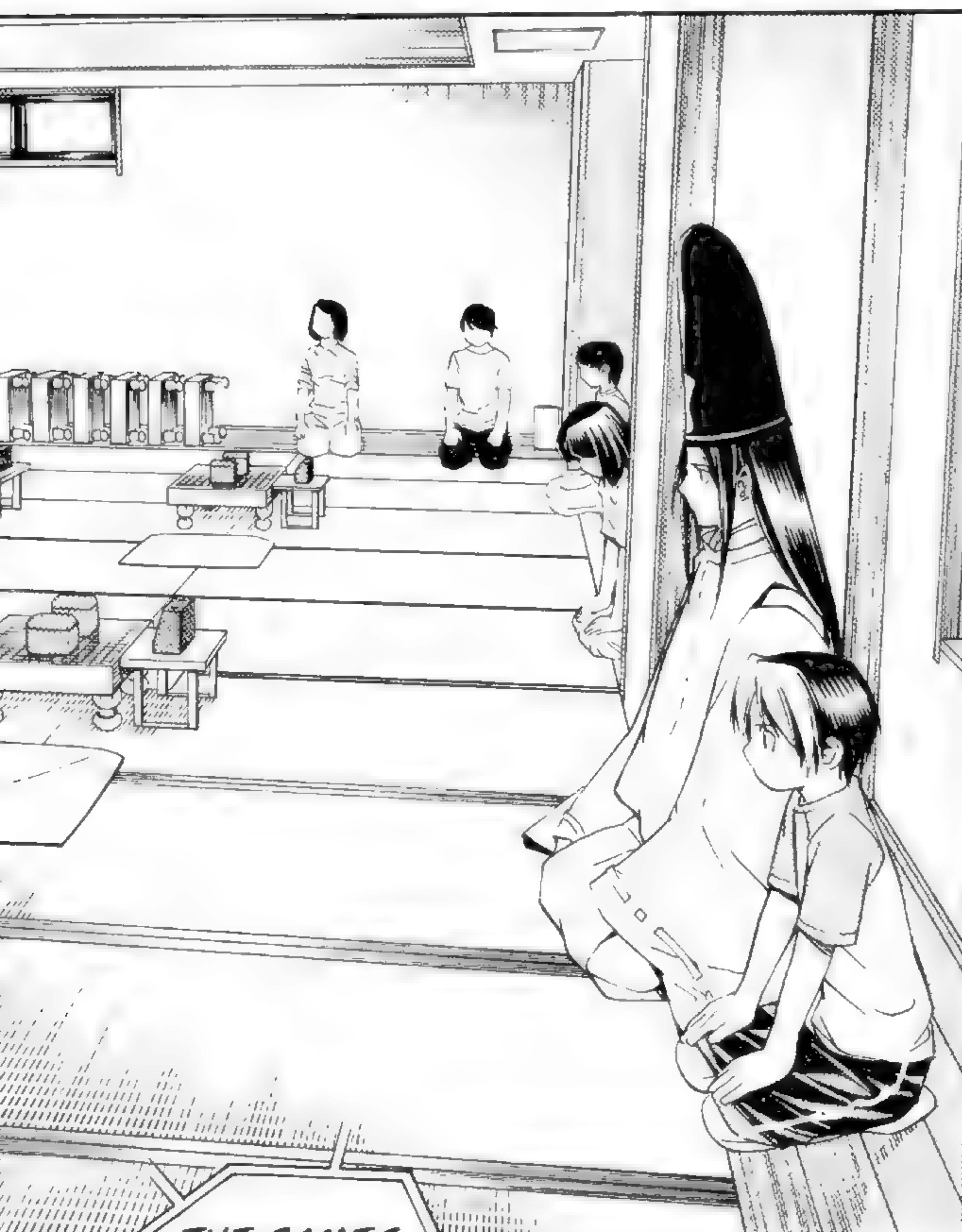


LET'S GO,  
SAI.



You're  
both tense.  
That's  
to be  
expected.

.....



All  
right.



THE GAMES  
ARE ABOUT TO  
BEGIN. PLEASE  
MAKE YOUR WAY  
TO THE MAIN  
ROOM.

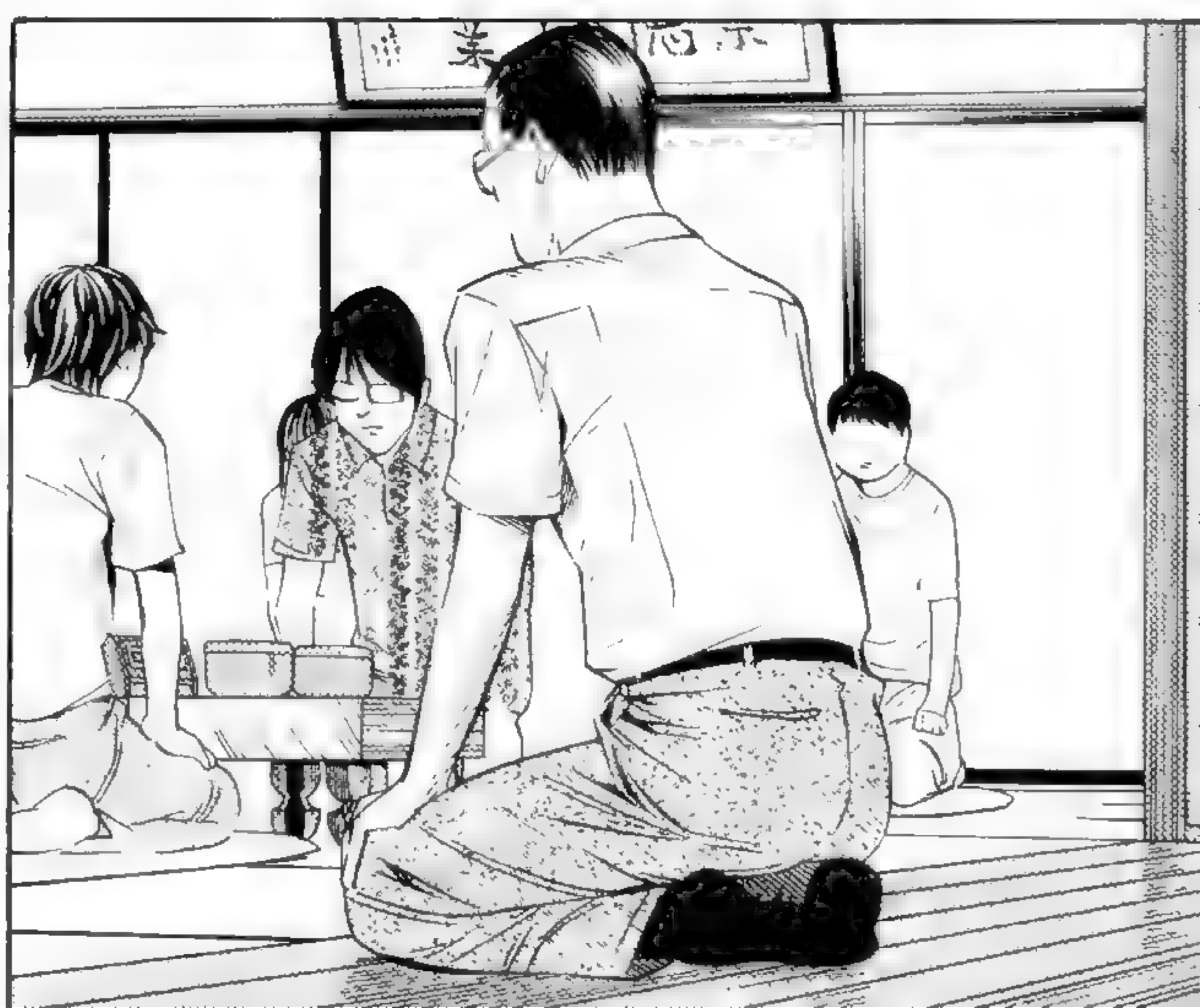




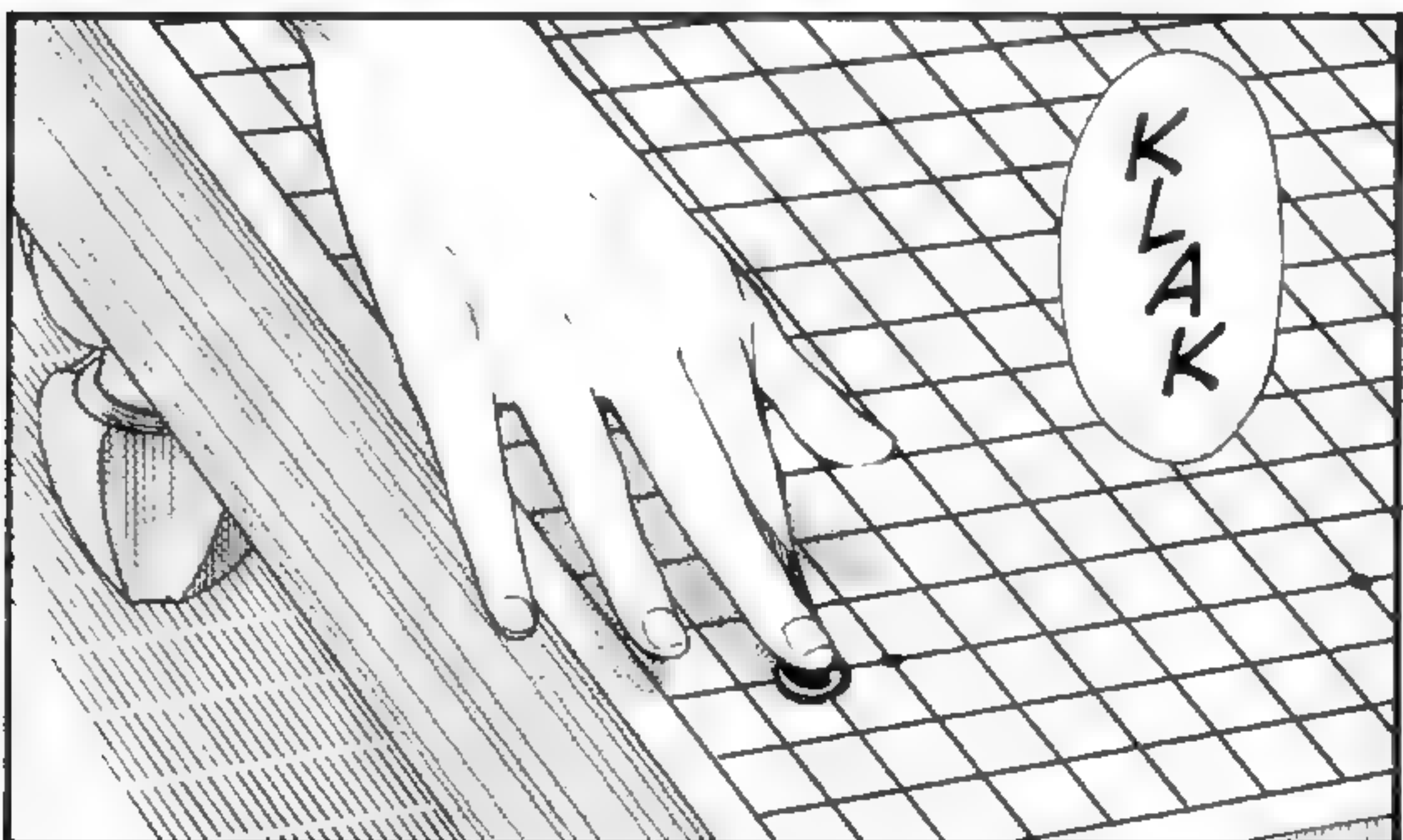




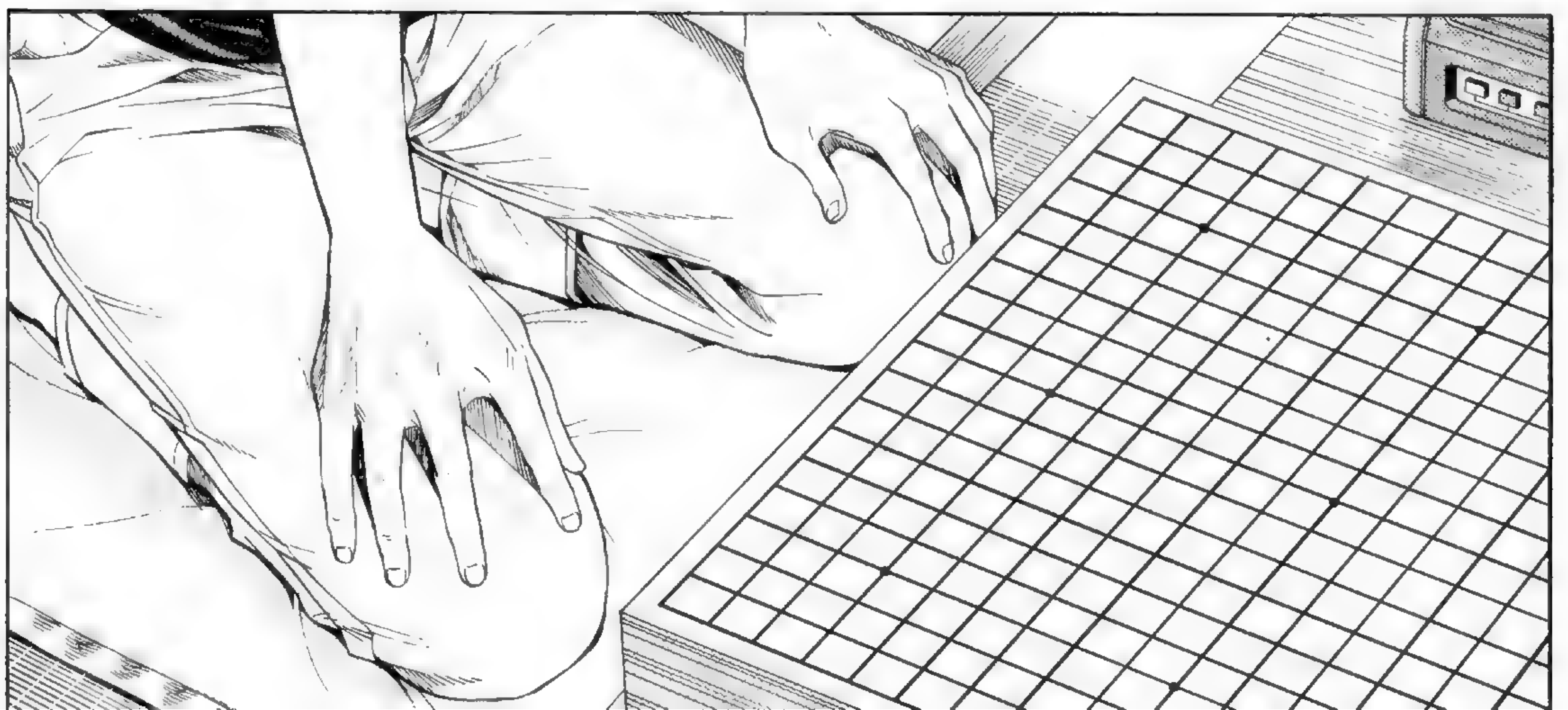
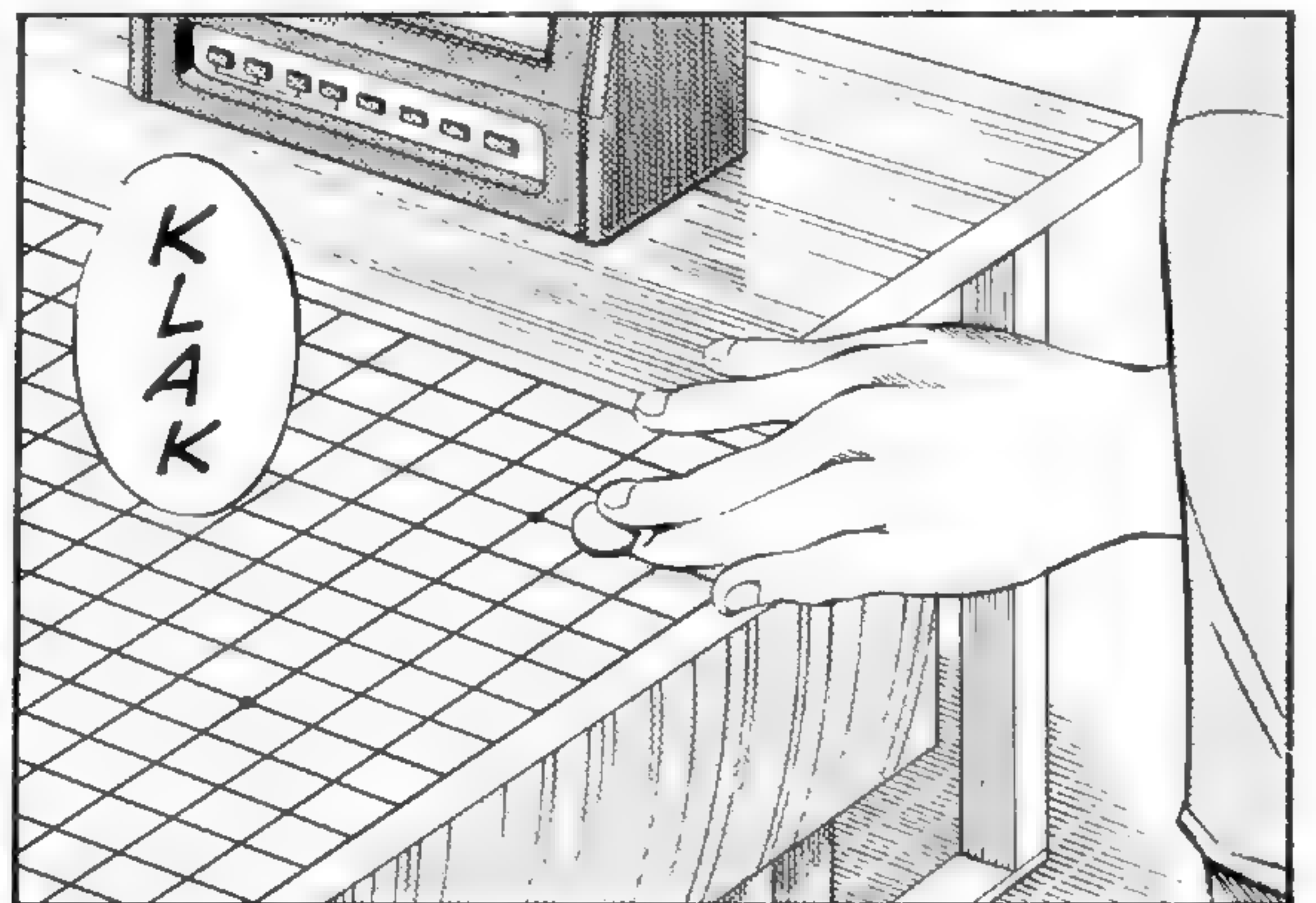
















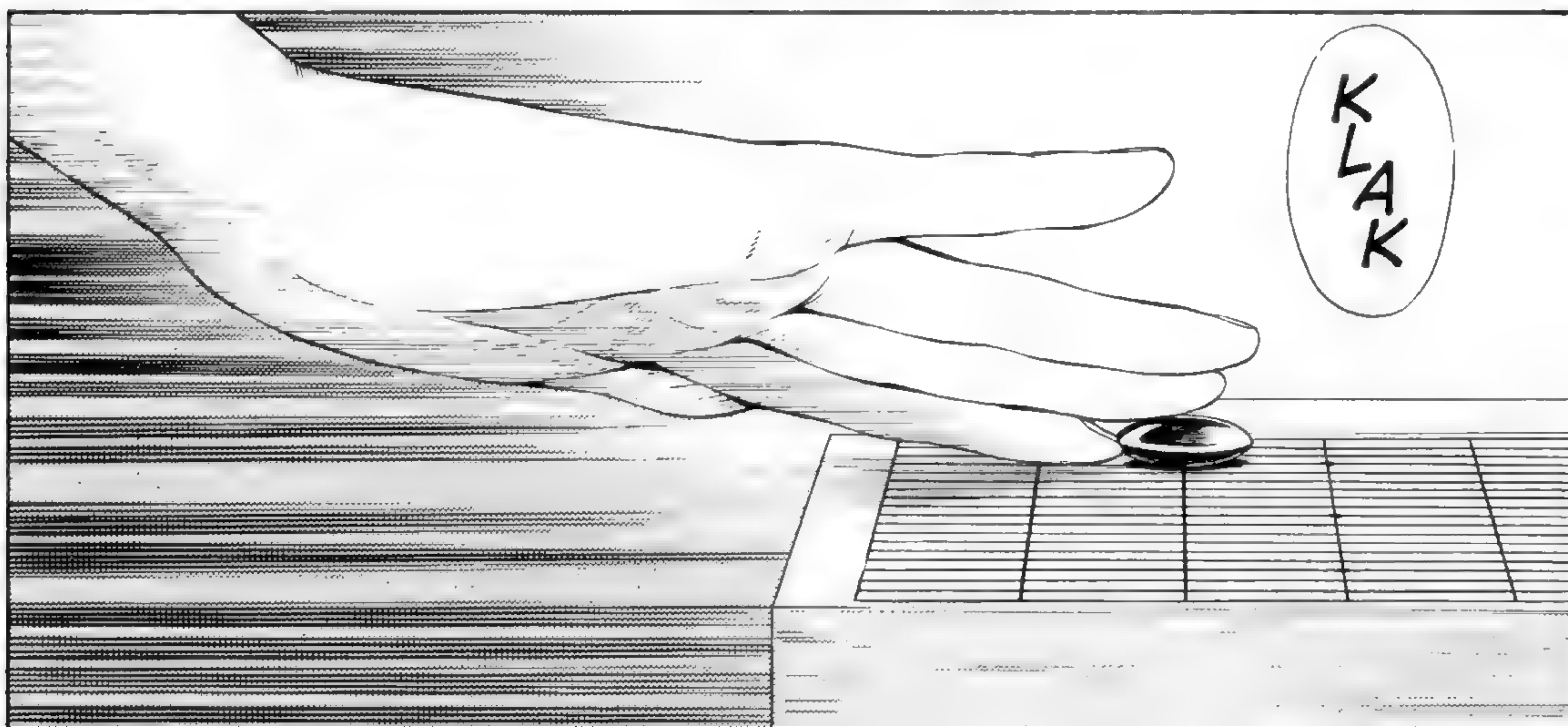
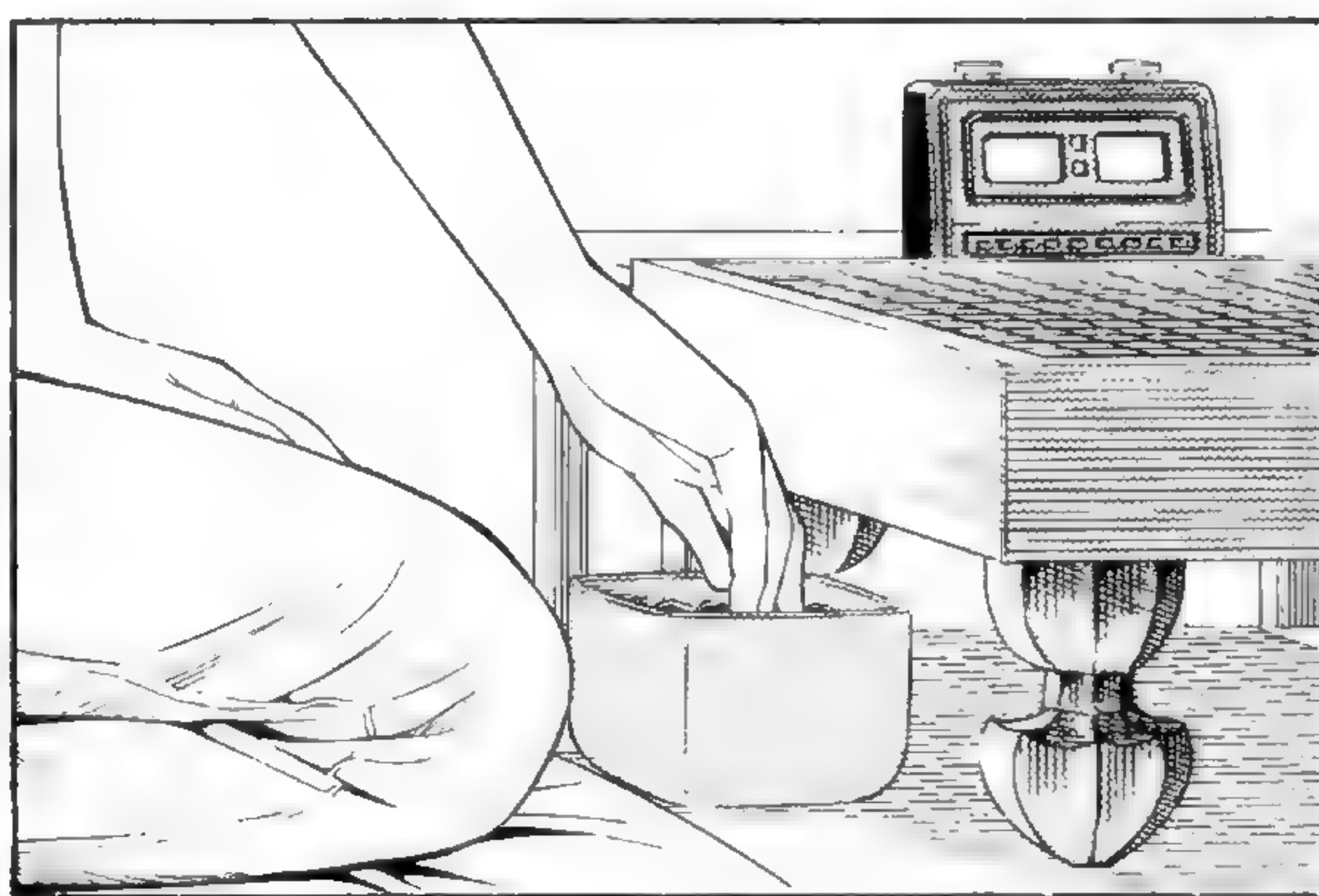
...BUT  
I KNOW  
I'M  
STRONGER  
THAN  
HIM!



I KNEW  
SHINDO WAS  
GETTING  
STRONGER  
EVEN BEFORE  
IIJIMA AND  
KOMIYA SAID  
ANYTHING...

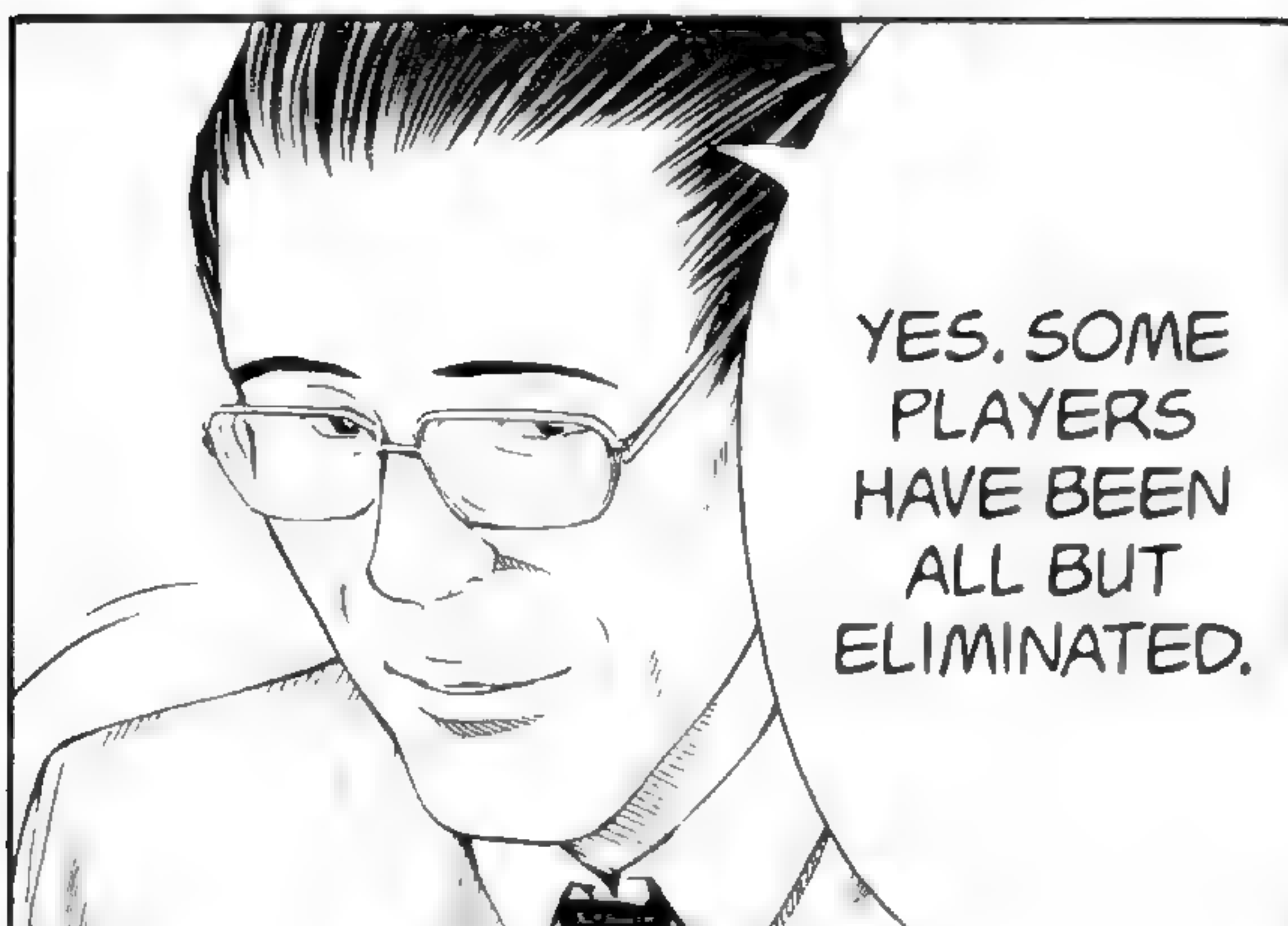


CHK



KLAK





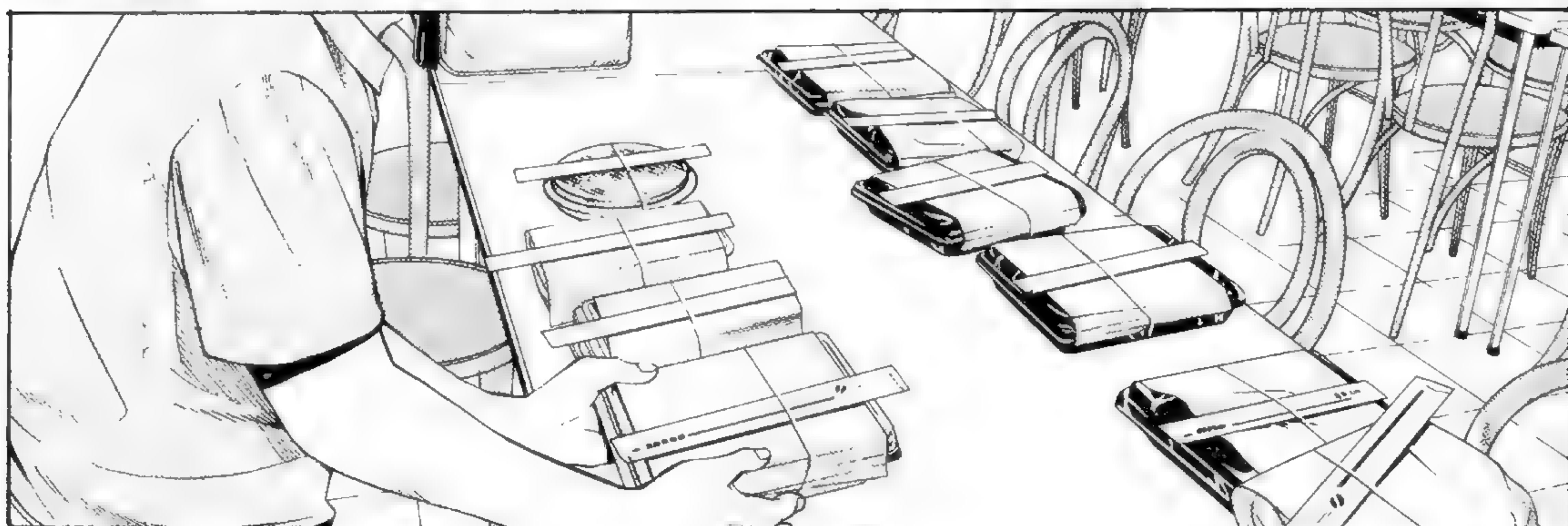








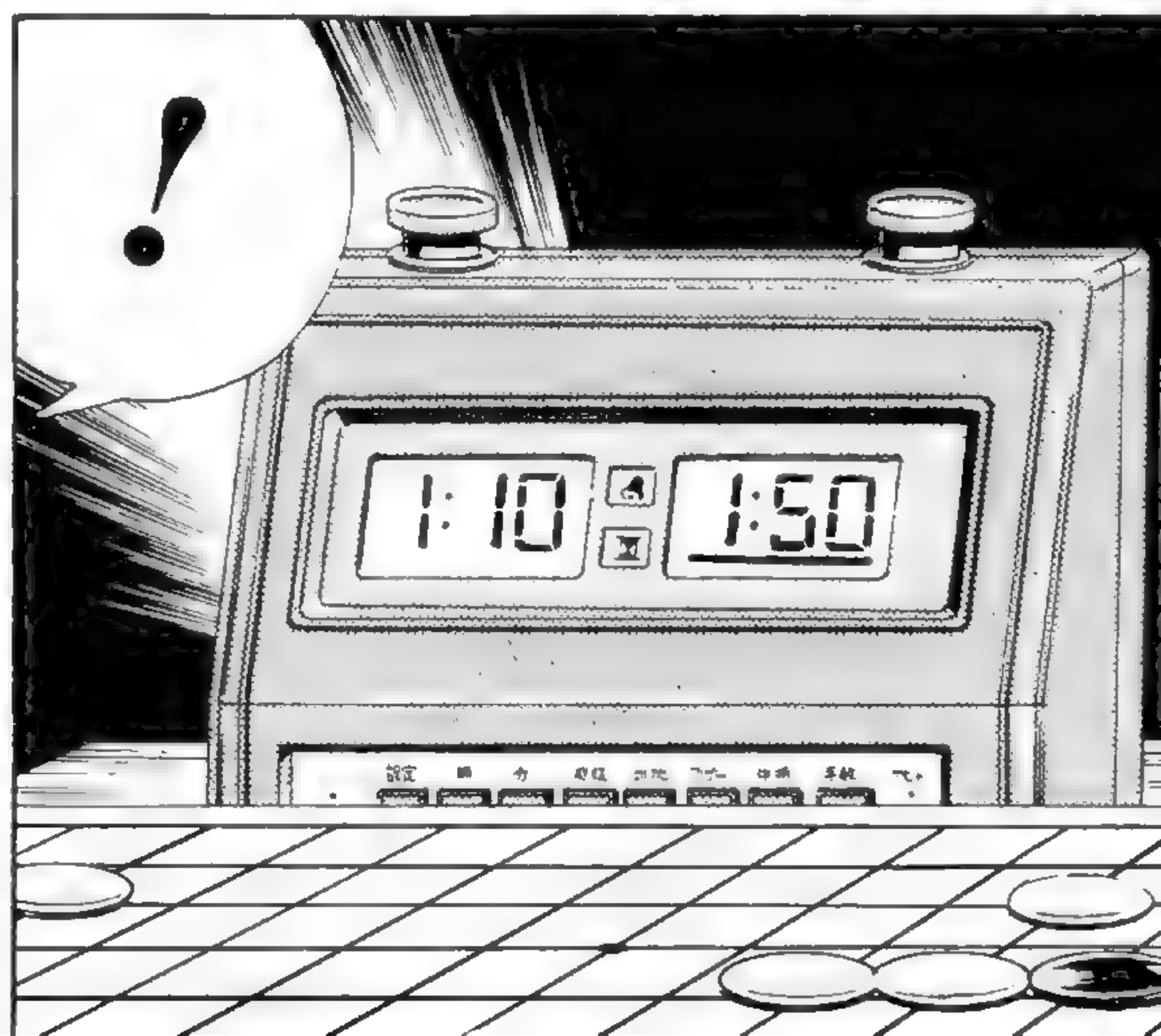
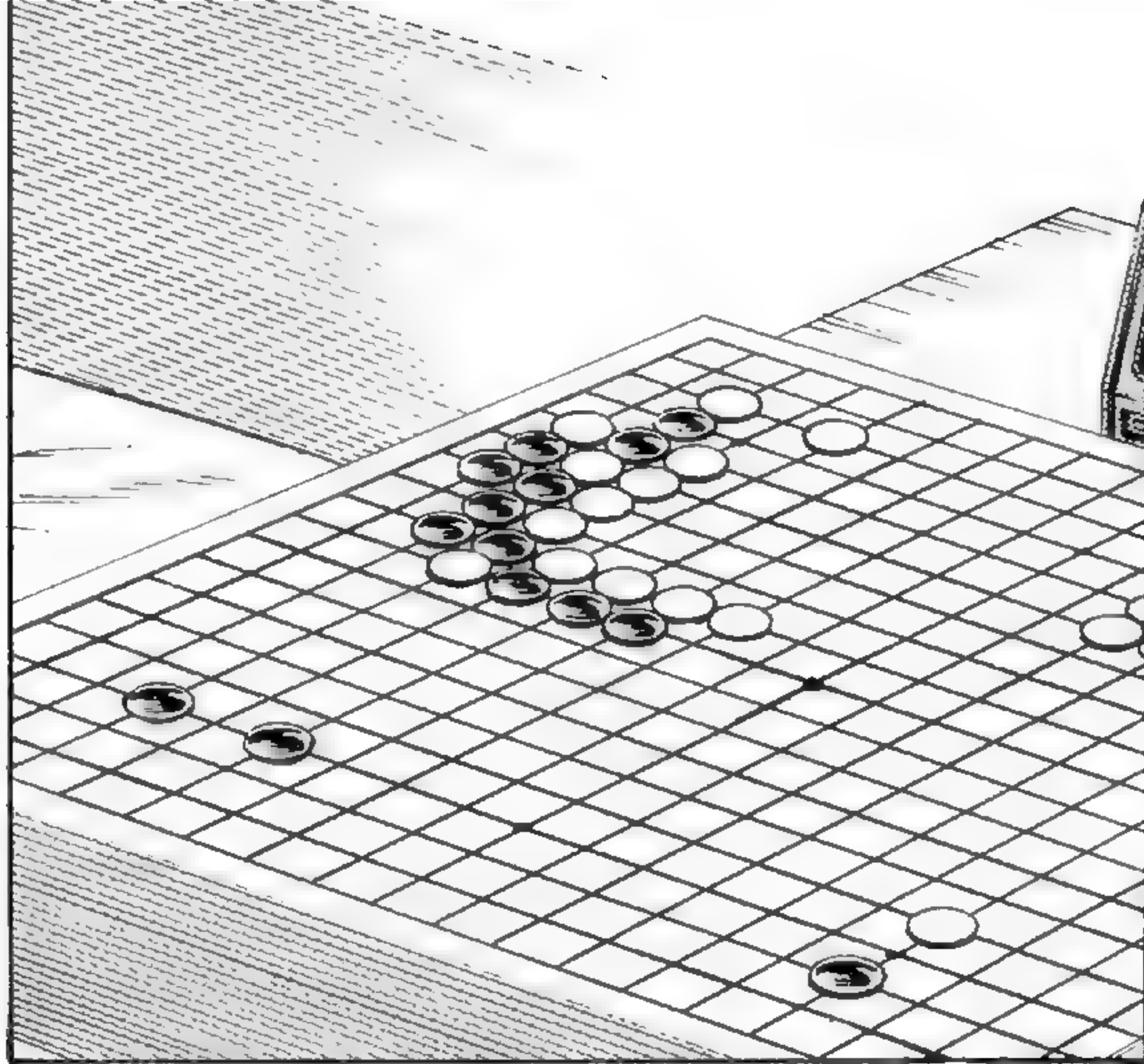




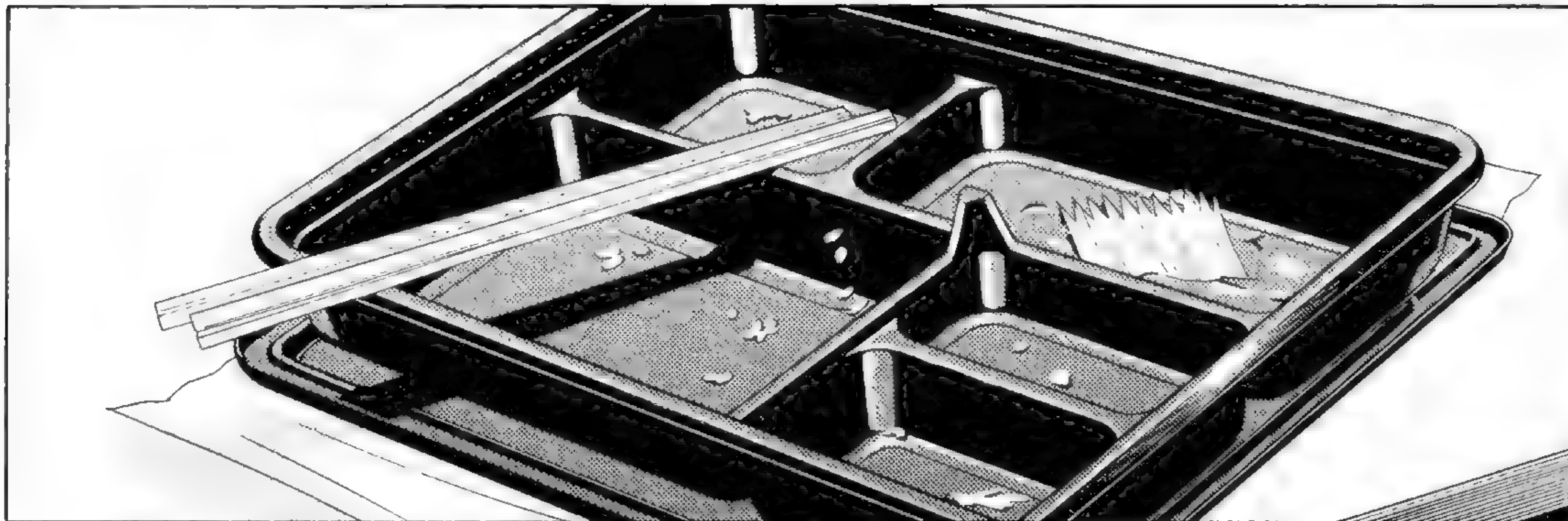
You still  
have a  
long way  
to go,  
Hikaru.







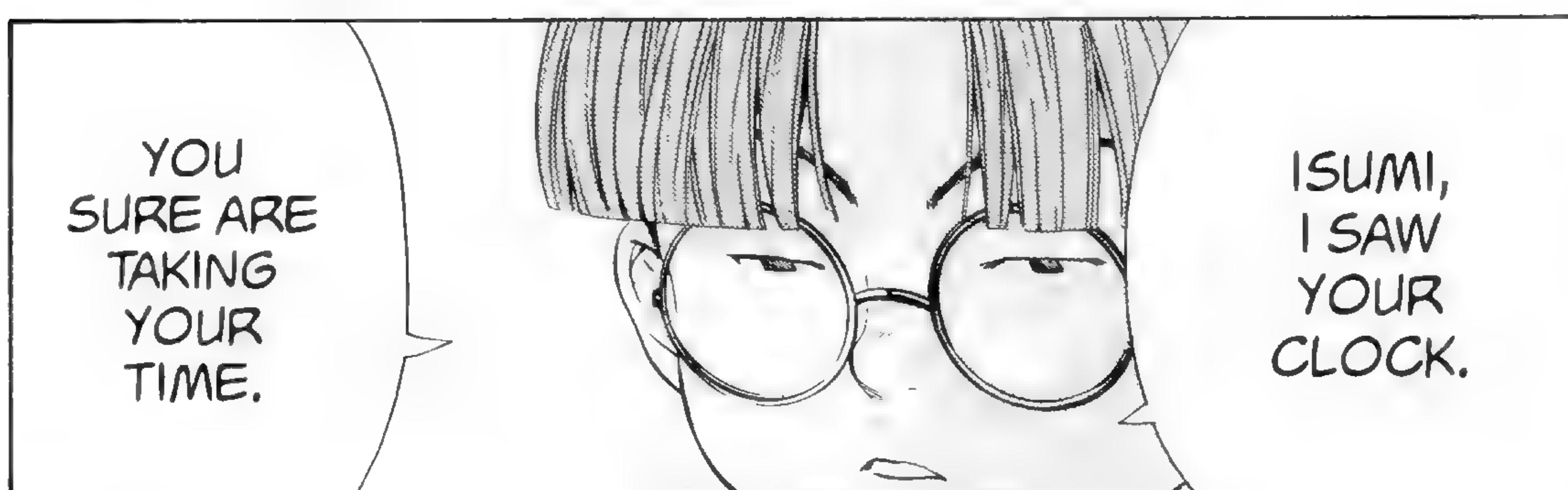


















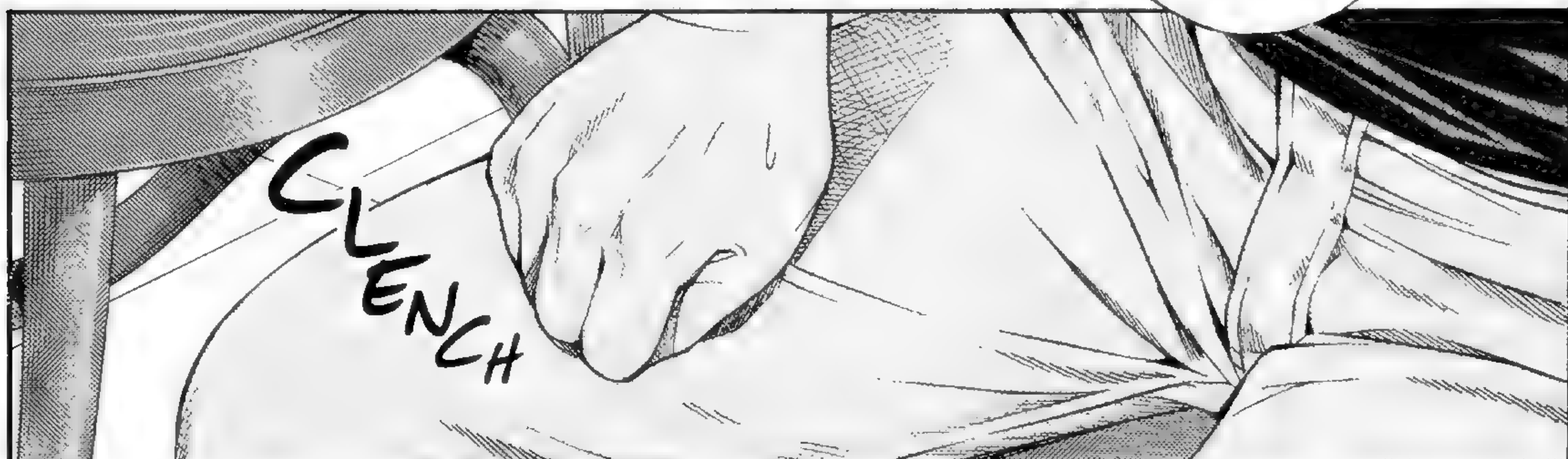


I TOLD HIM  
I BEAT SHINDO  
THREE MONTHS  
AGO, AND HE SAID  
THREE MONTHS IS  
A LONG TIME.

IT WAS  
LIKE HE WAS  
ANGLING FOR  
INFO ABOUT  
HIS BIGGEST  
RIVAL.



WHAT DO  
YOU THINK  
ABOUT  
THAT,  
ISUMI?





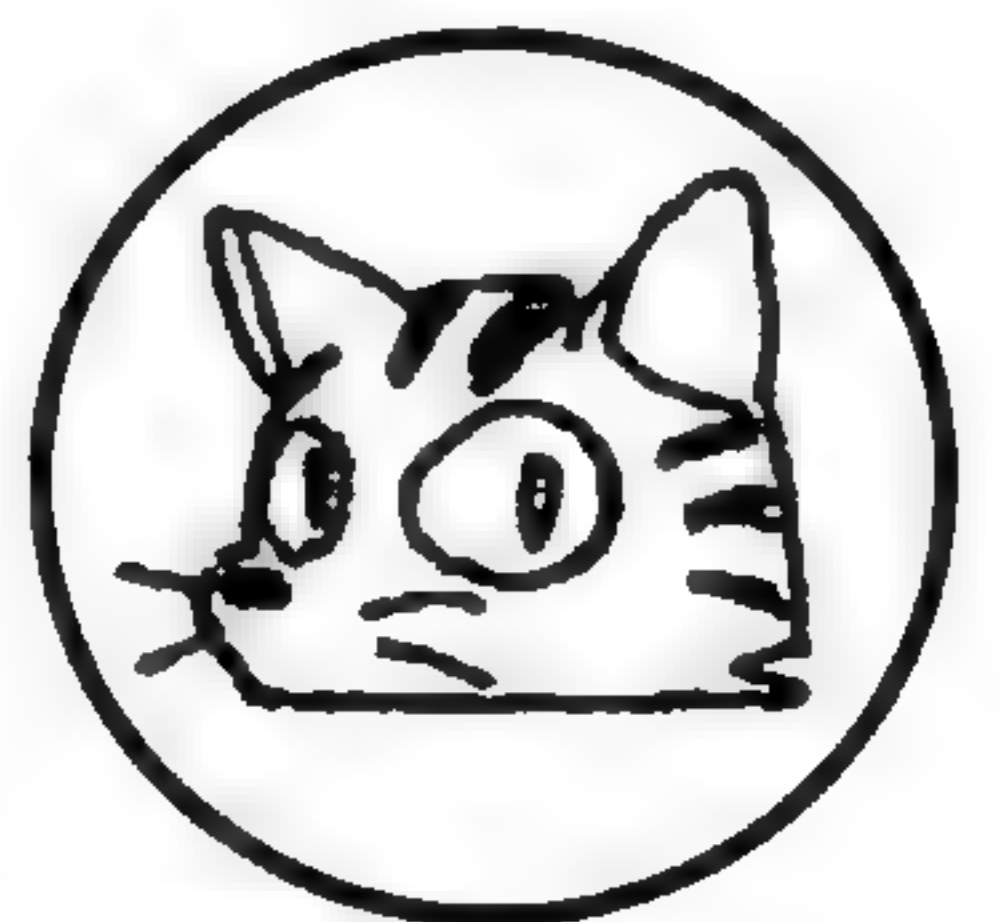
# A WORD ABOUT HIKARU NO GO

JAPAN GO ASSOCIATION STUDY CENTER



THE PRO TEST IS HELD IN A FORMER DORMITORY. INSEI FROM OUTSIDE THE TOKYO AREA USED TO STAY HERE, ALONG WITH THOSE FROM FOREIGN COUNTRIES.

SOMETIMES, INSEI WHO LIVED IN TOKYO WOULD SPEND THE NIGHT HERE ON WEEKENDS. MUST HAVE BEEN LOTS OF FUN!











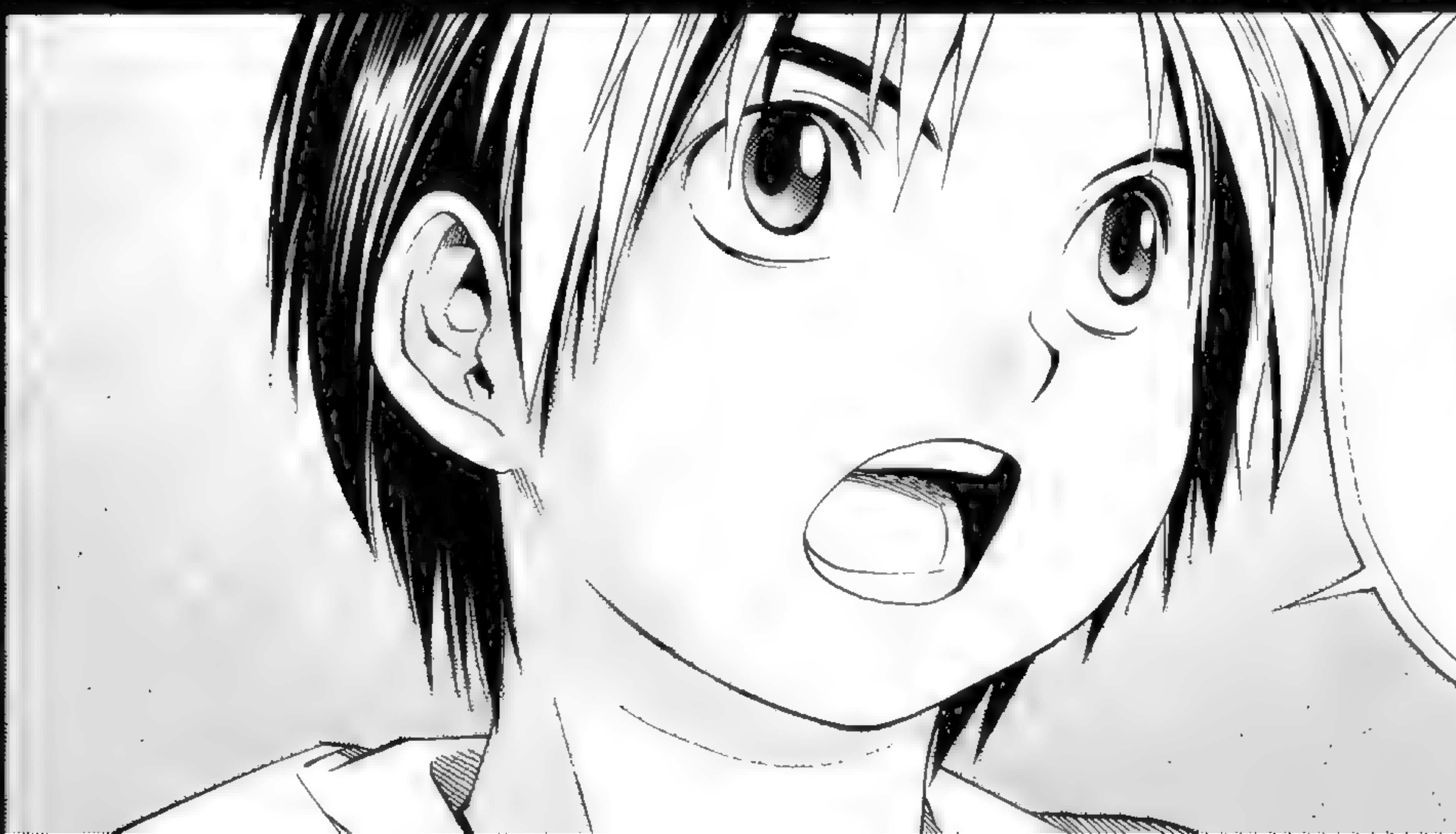
WE  
WERE  
PLAYING  
IN THE  
THIRD  
SPOTS.

I PLAYED  
TOYA IN  
A TEAM  
TOURNAMENT.




HE  
WANTED TO  
PLAY AGAINST  
ME, SO HE  
FORCED HIS  
WAY INTO THE  
THIRD  
POSITION.

THAT'S THE  
KIND OF GUY  
HE IS. THE ONLY  
REASON HE  
JOINED THE GO  
CLUB WAS TO  
PLAY AGAINST  
ME.




HE'S MY  
RIVAL, AND  
I'M HIS.






AND I  
FIGURED  
TOYA CAUGHT  
SHINDO'S GAME  
AT THE YOUNG  
LIONS TOURNA-  
MENT BECAUSE  
SHINDO WAS  
PLAYING AT  
THE NEXT  
TABLE.



I THOUGHT  
SHINDO  
WAS JUST  
BRAGGING.  
I MEAN, WE  
ALL DID.



...THAT TOYA  
KEEPS  
ASKING  
ABOUT  
SHINDO.

BUT  
OCHI  
JUST  
SAID...

DOES TOYA  
REALLY THINK  
THAT SHINDO  
IS HIS RIVAL?  
IT SOUNDS  
IMPOSSIBLE  
BUT...



I'VE FELT  
THAT EVER  
SINCE  
SHINDO  
PLAYED  
SUYONG  
HONG.\*

I HAVE A  
FEELING IT  
MIGHT BE  
TRUE.





BACK WHEN SHINDO WAS STARTING OUT AS AN INSEI, NO ONE WOULD'VE GUESSED THAT HE'D IMPROVE SO MUCH.

I'M NOT EVEN SURE I COULD'VE PLAYED AS WELL AS SUYONG DID.

THE WAY SHINDO PLAYED IN THAT GAME... I DOUBT I COULD HAVE BEATEN HIM.



MAYBE TOYA KNEW WHAT SHINDO WAS CAPABLE OF.

BUT...





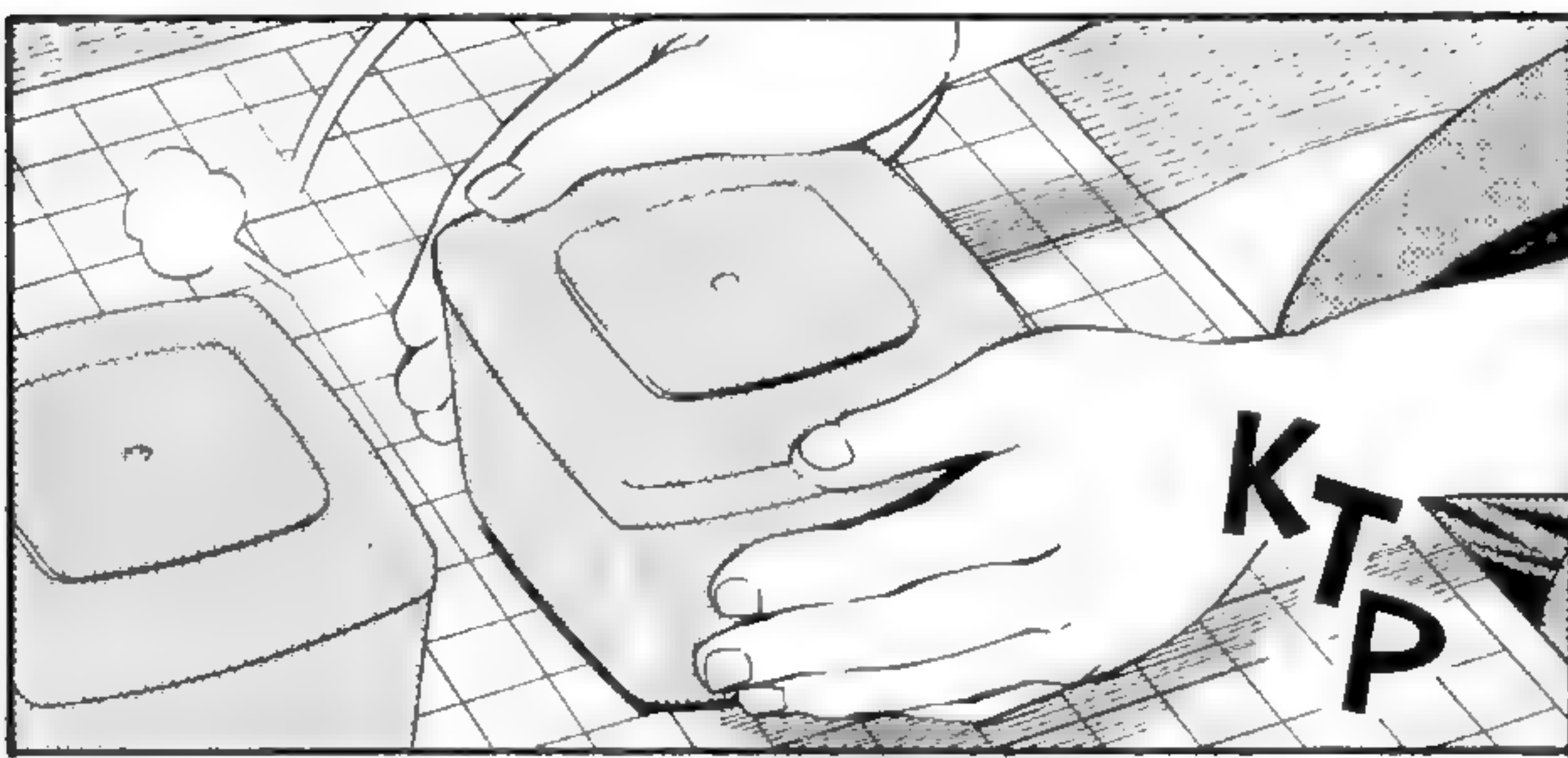
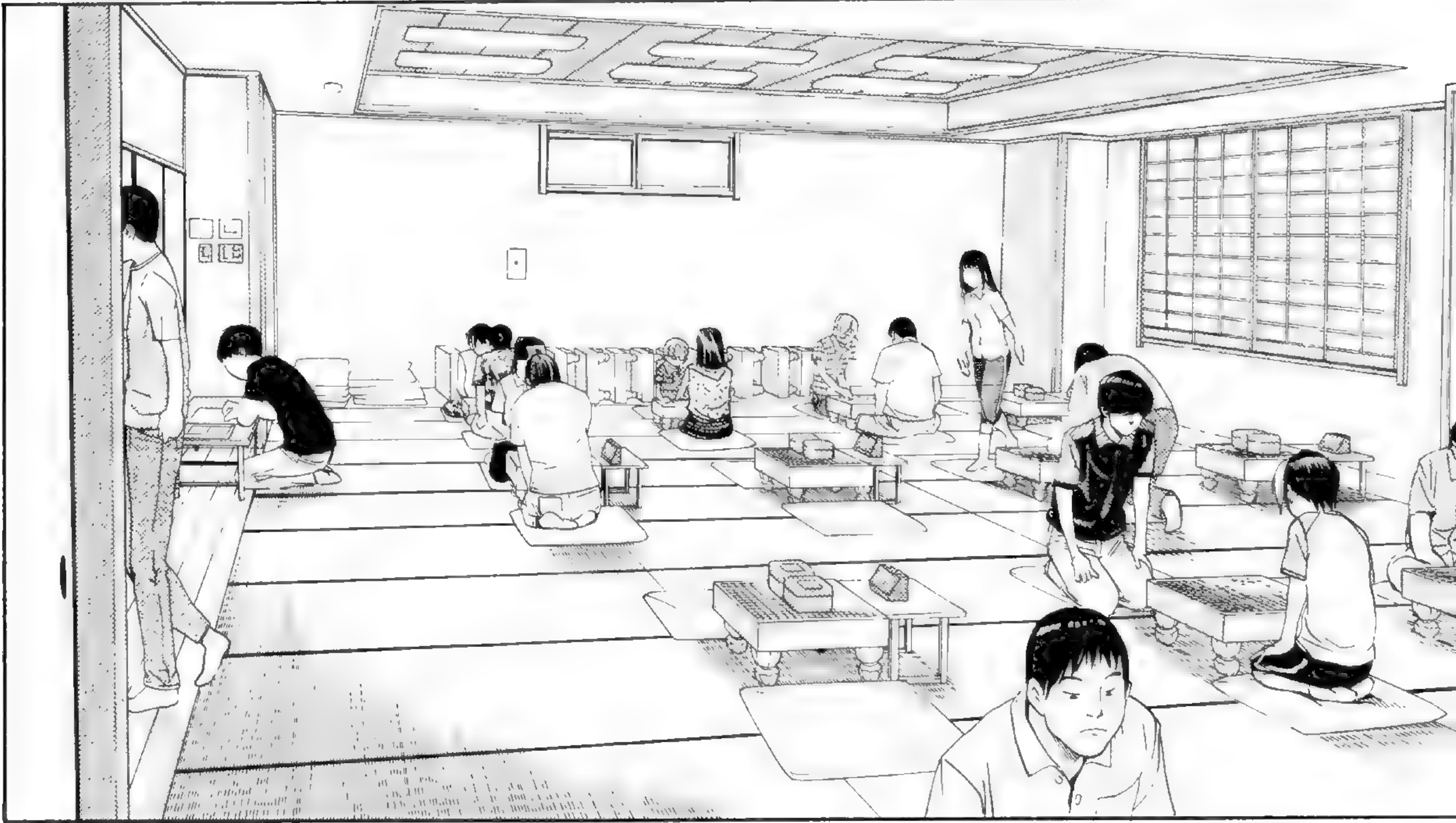




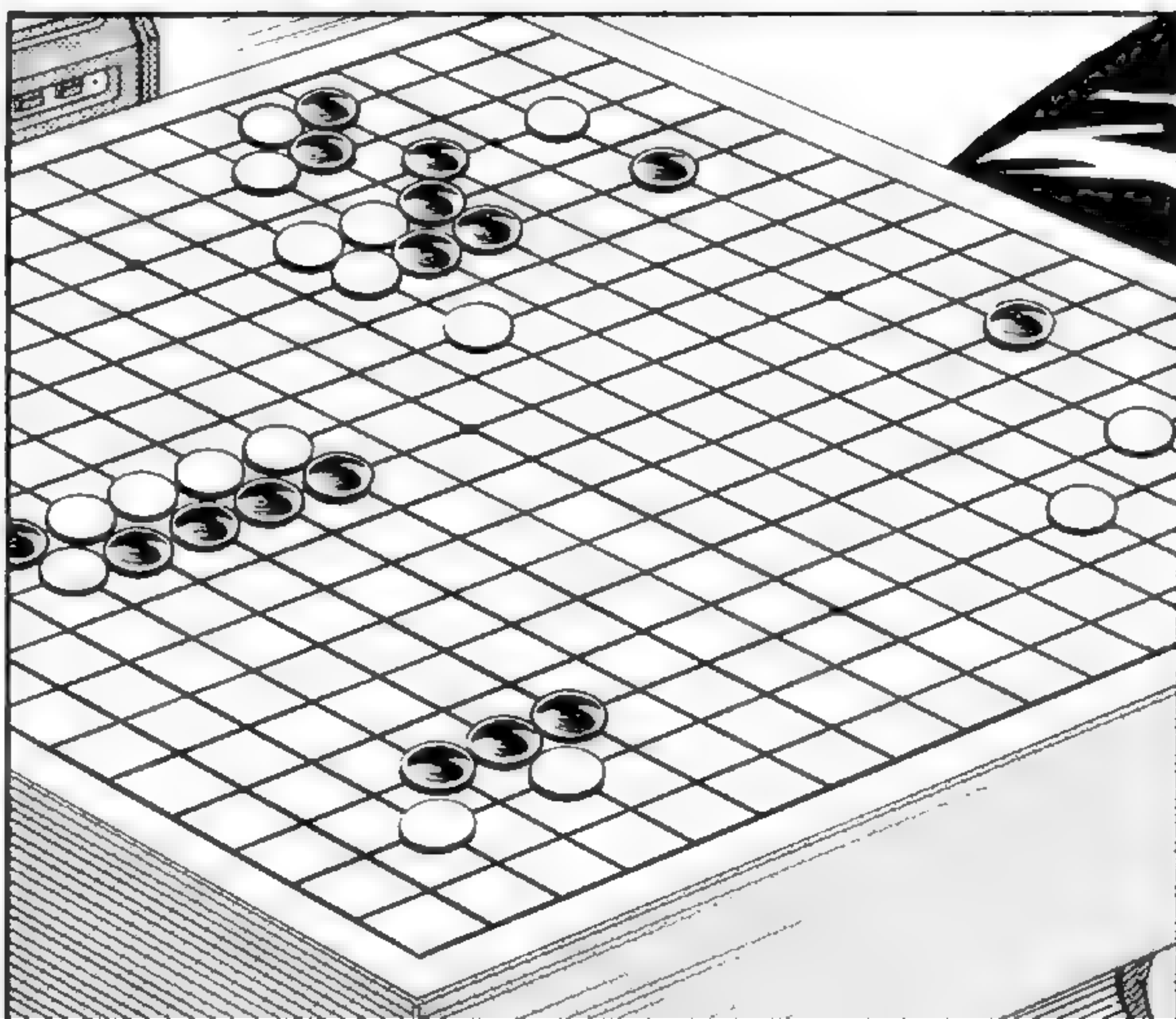




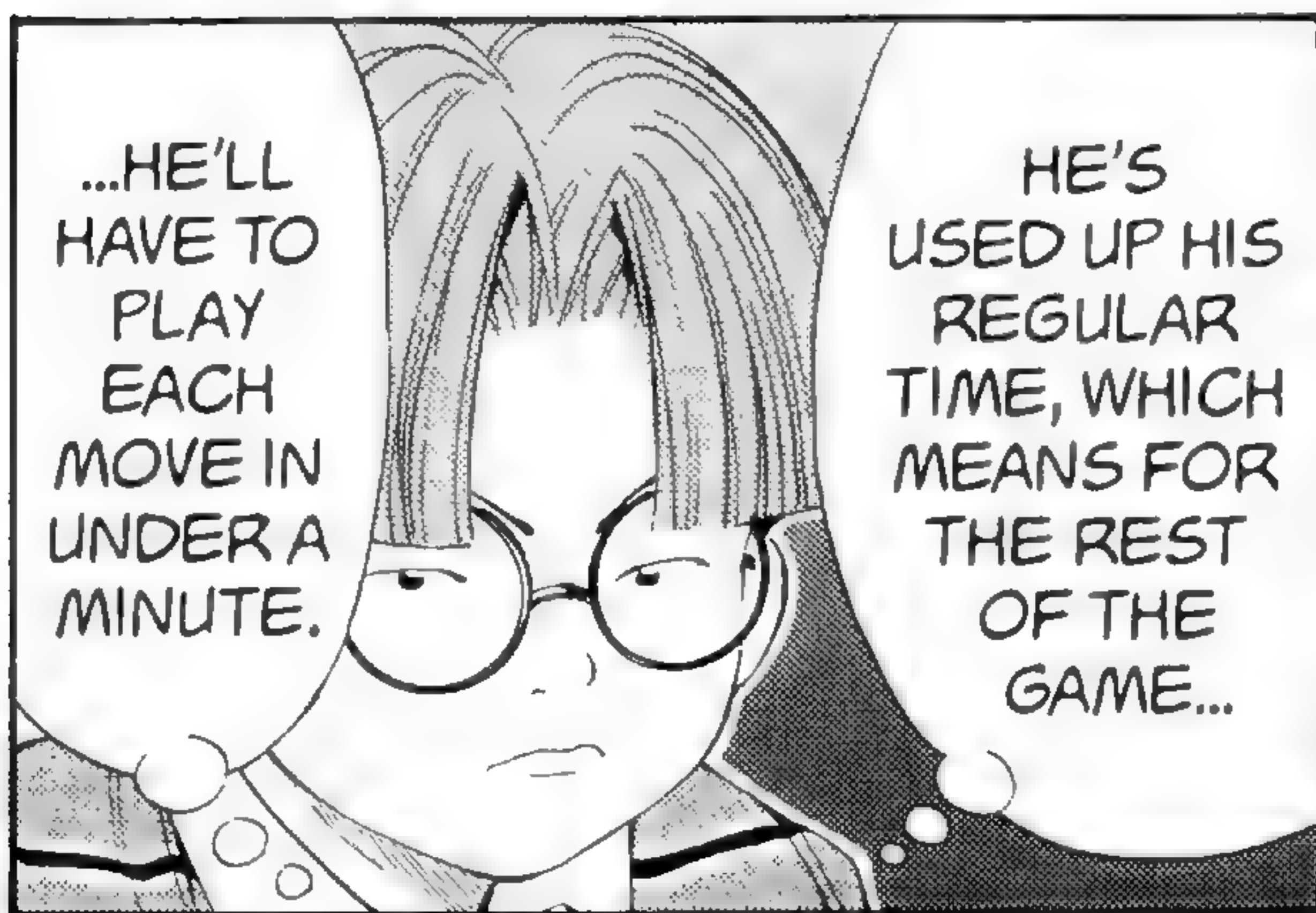
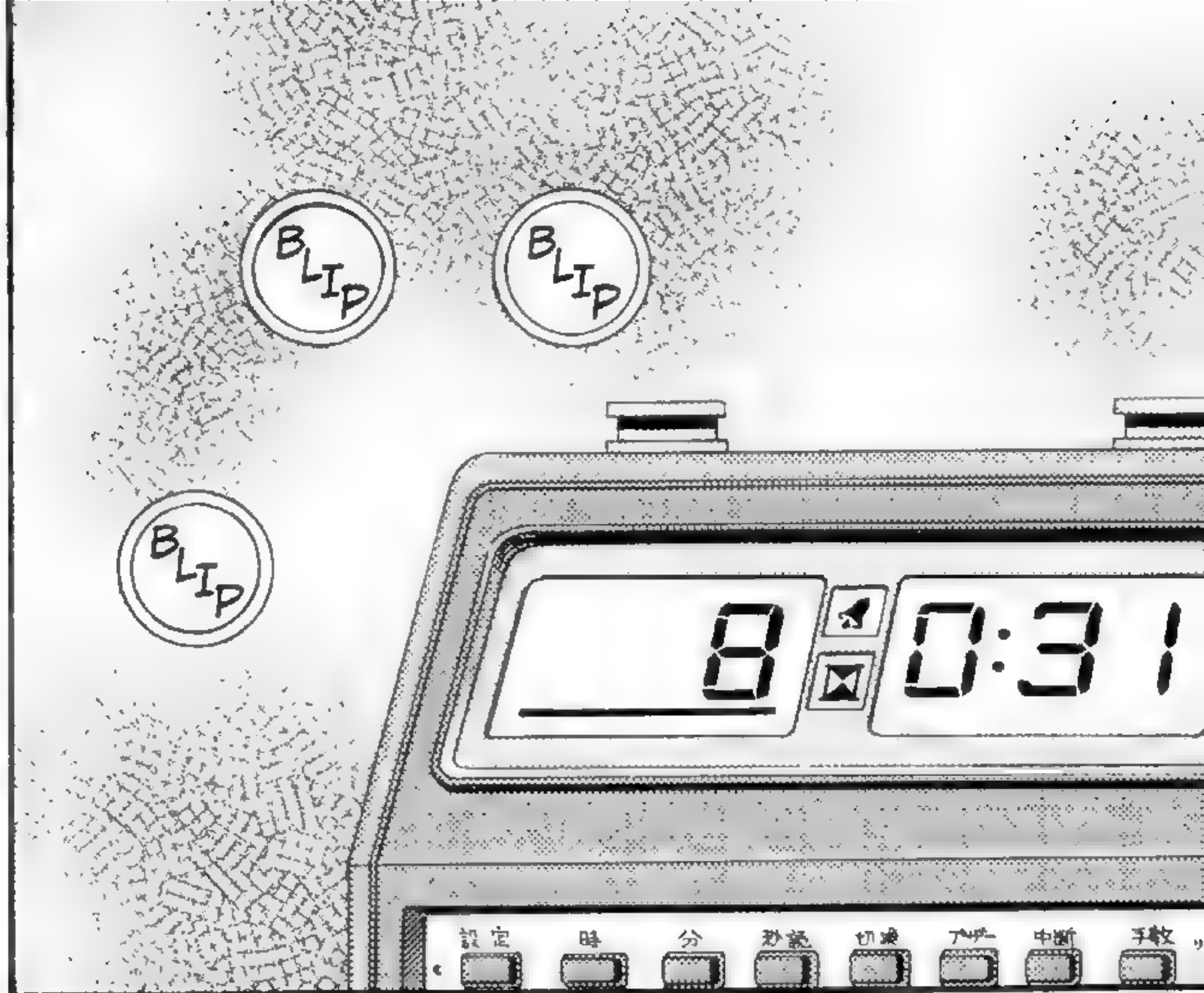








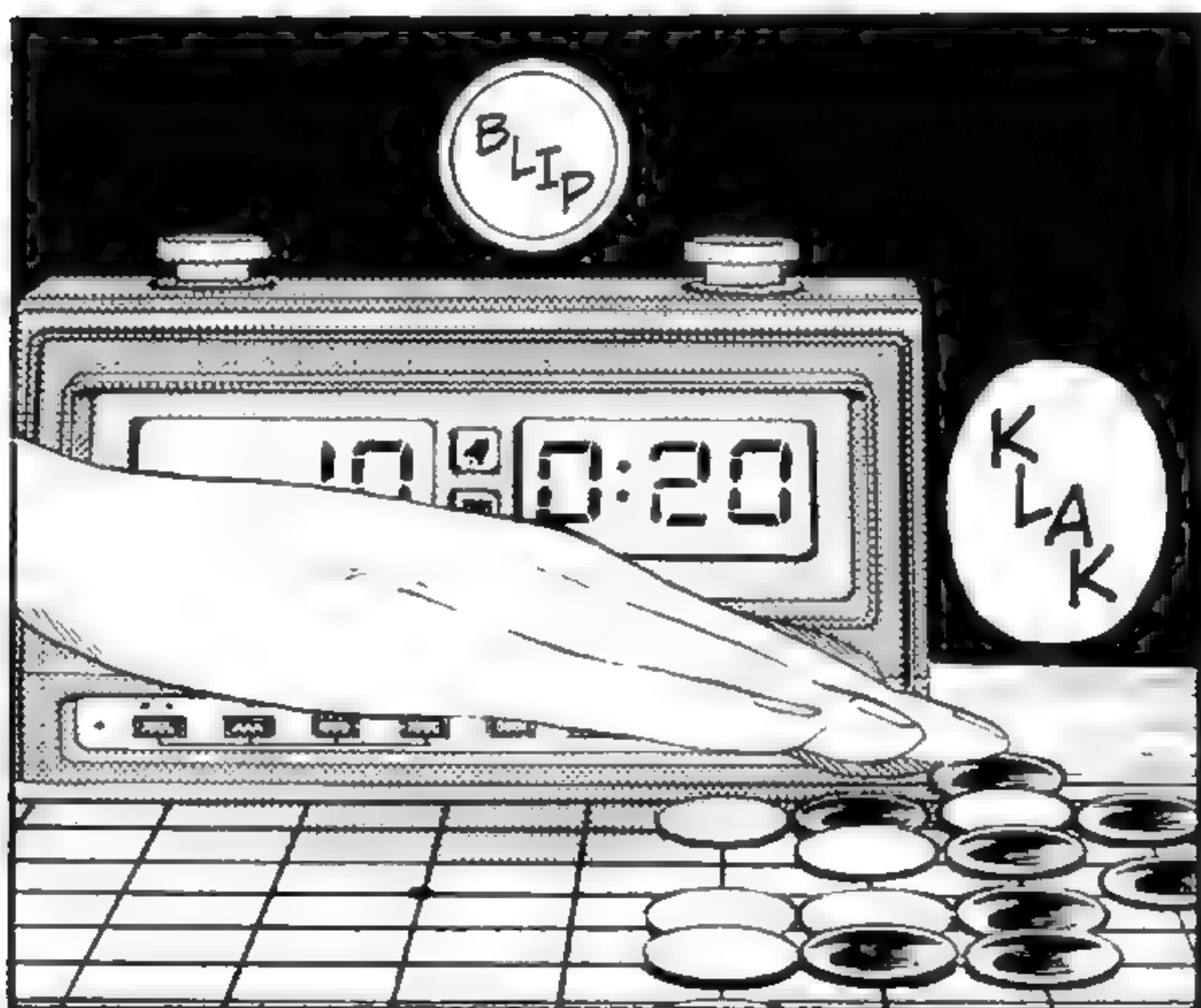
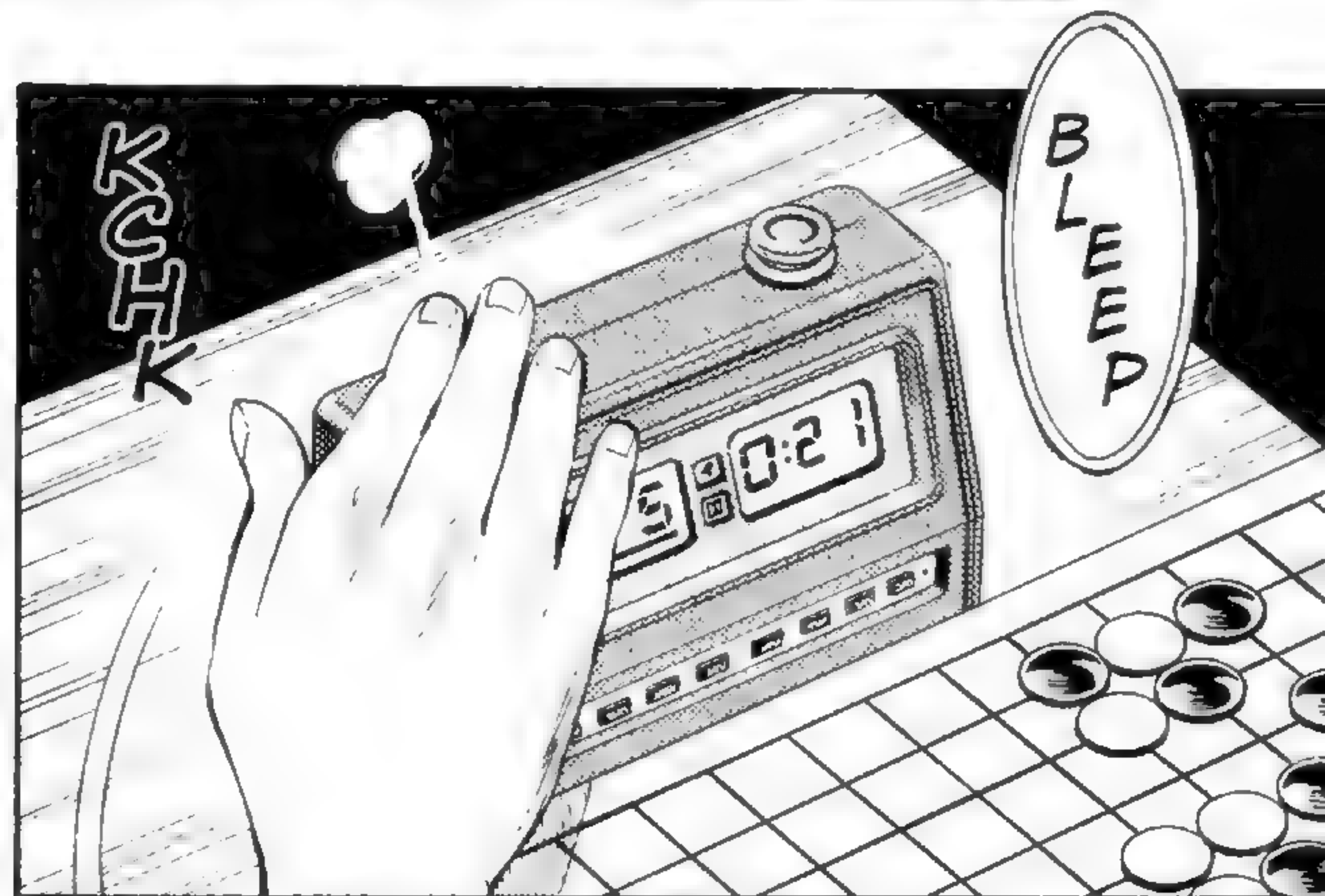




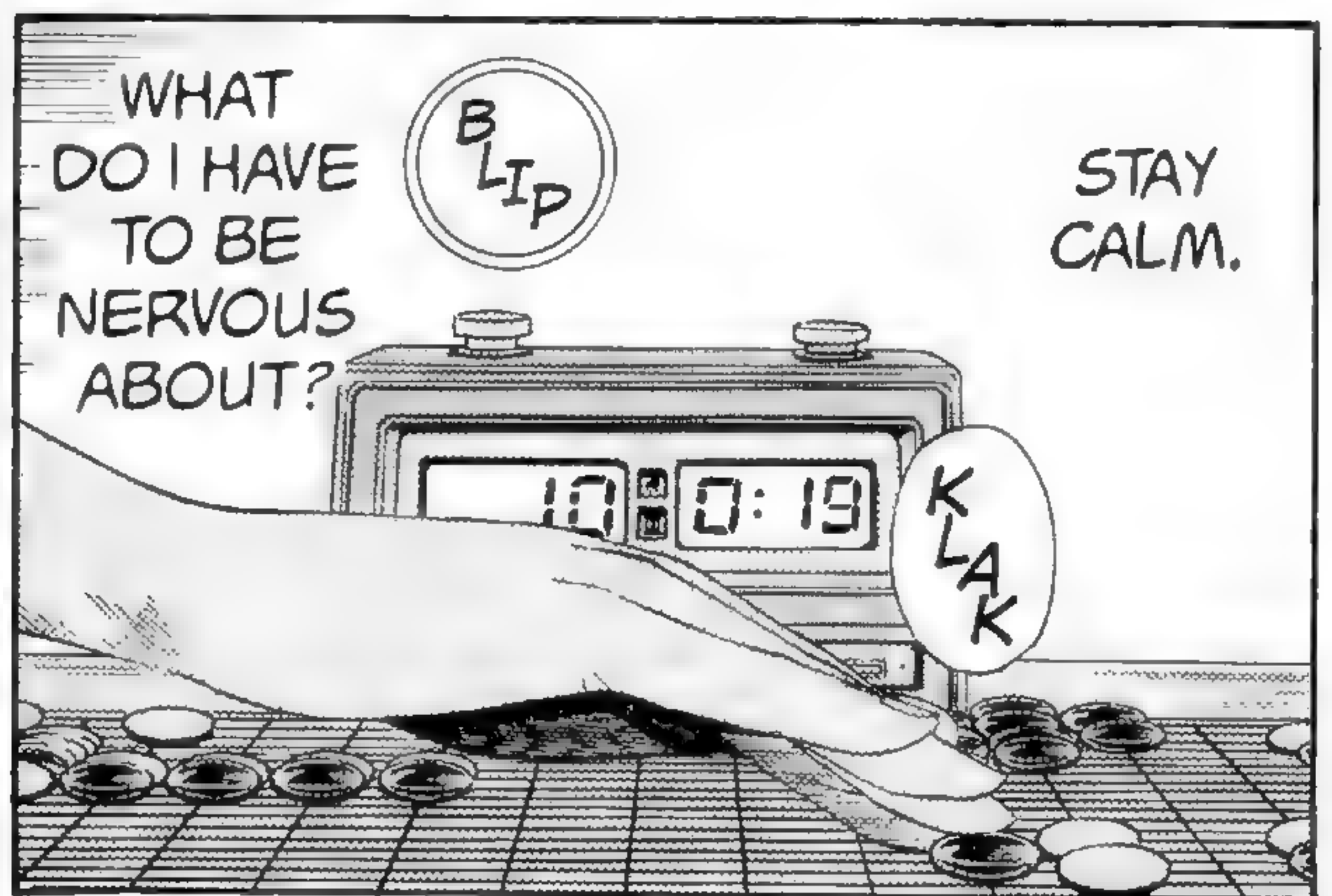




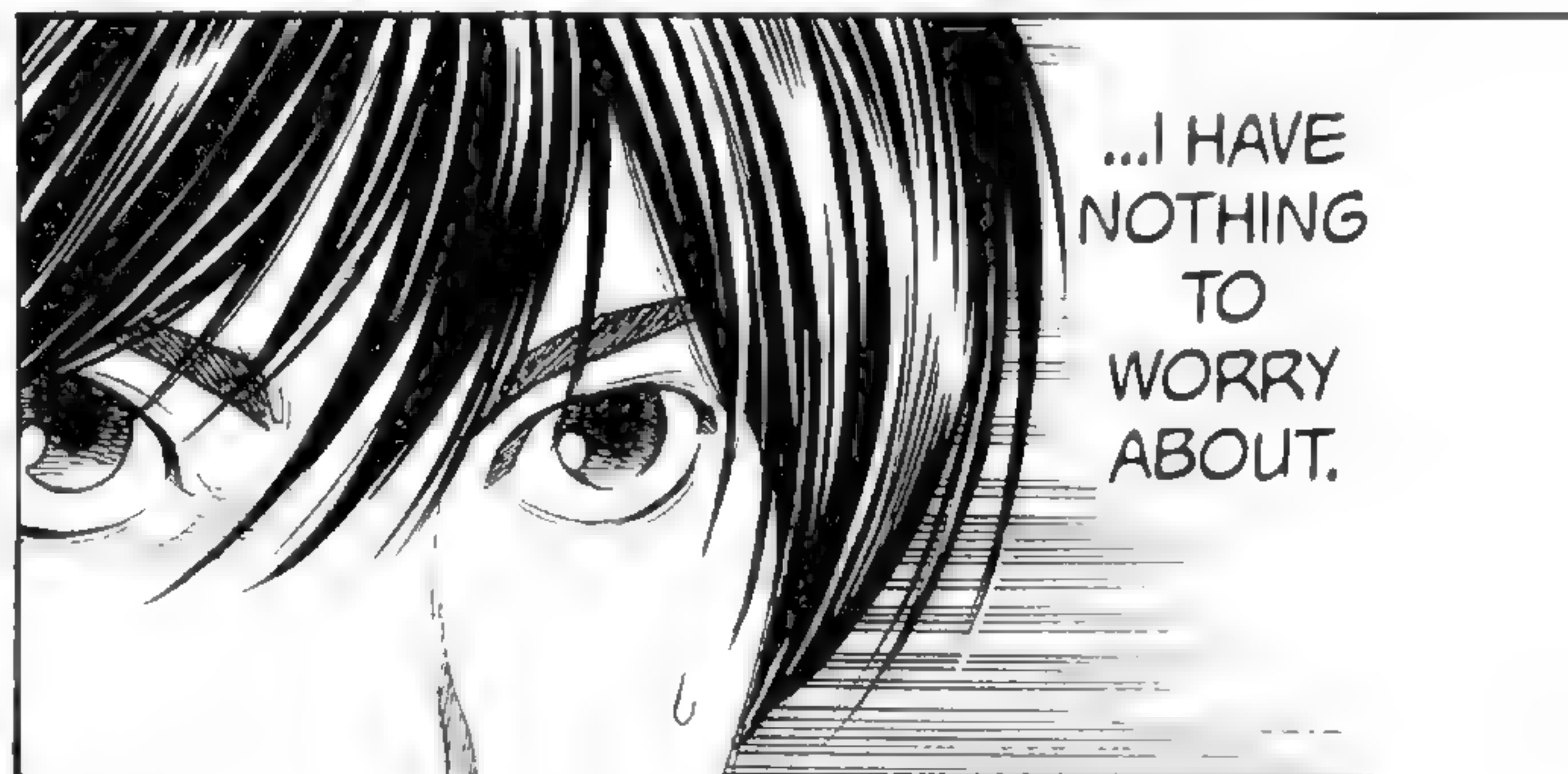
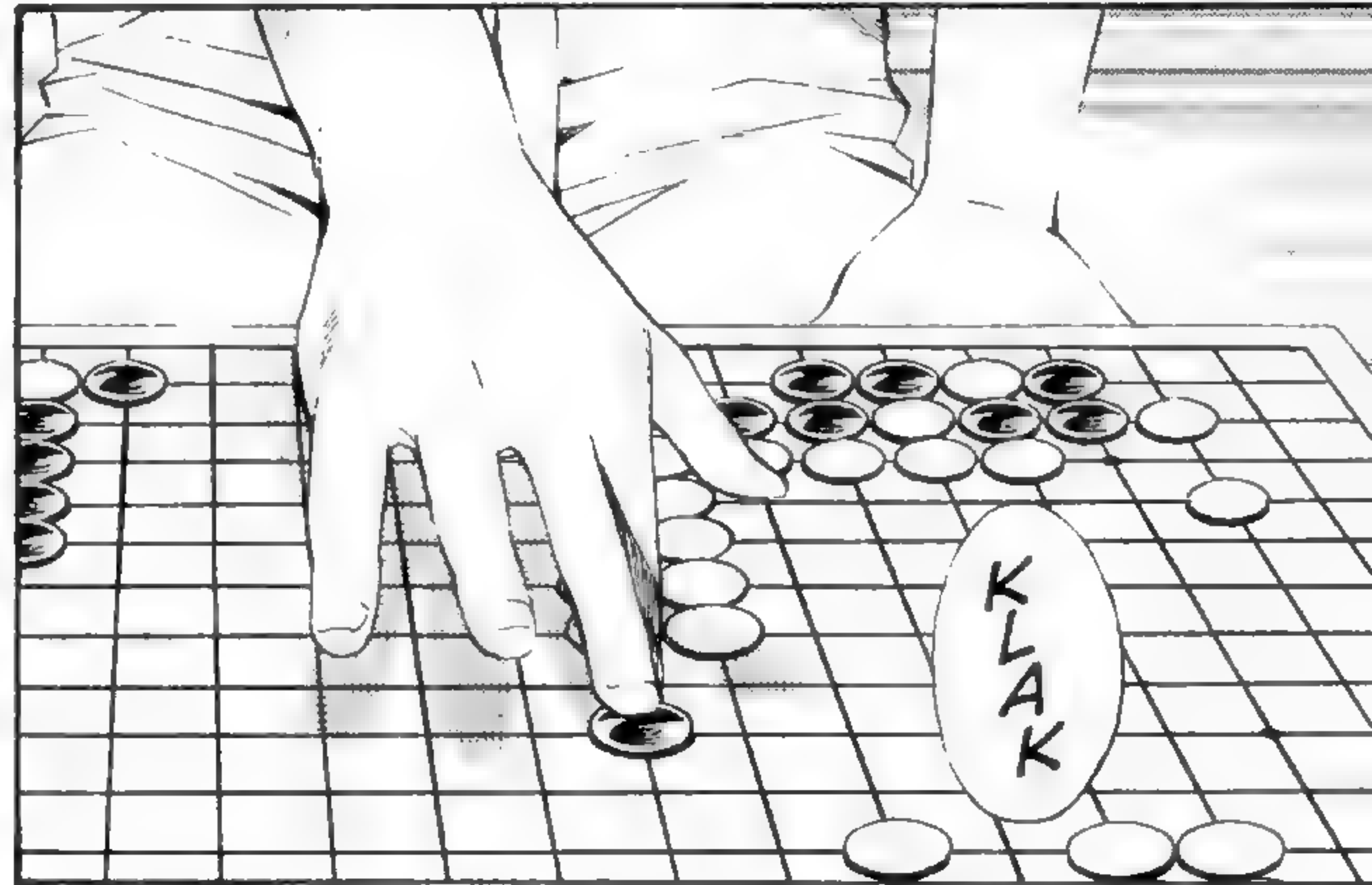
















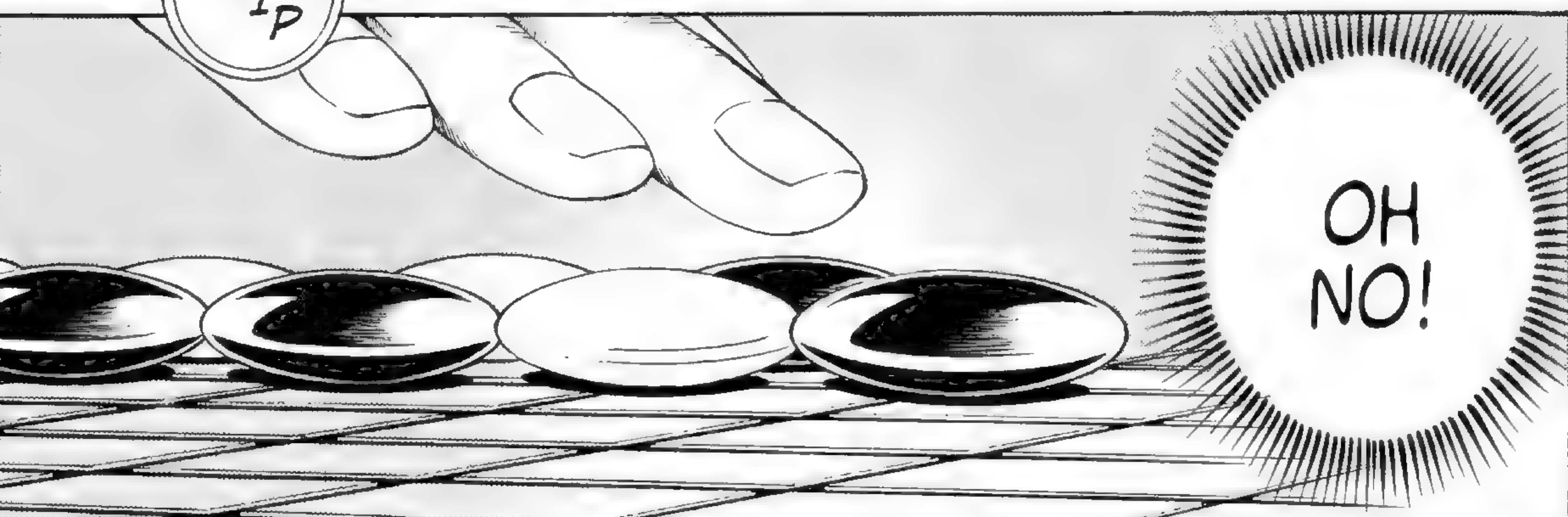
BLIP

KAL

BLIP



FORGET  
ABOUT  
SHINDO,  
TOYA  
AND  
SUYONG.



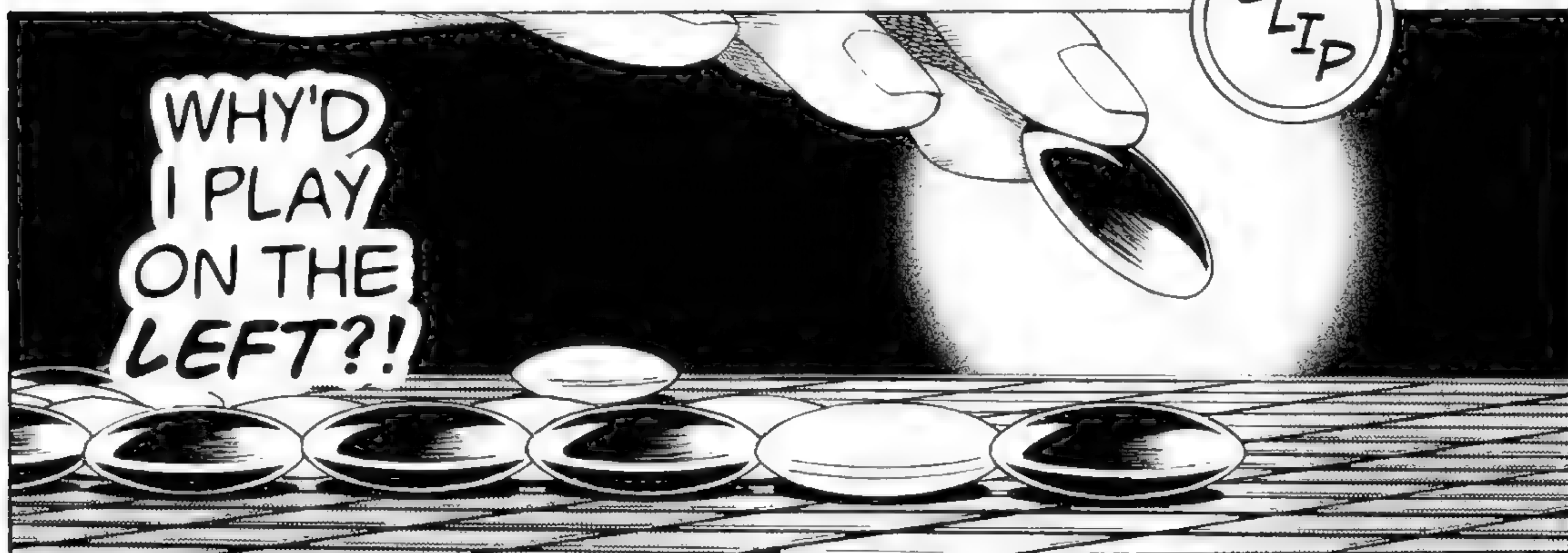
OH  
NO!

\*Atari = when a stone or group of stones has only one liberty (open space)

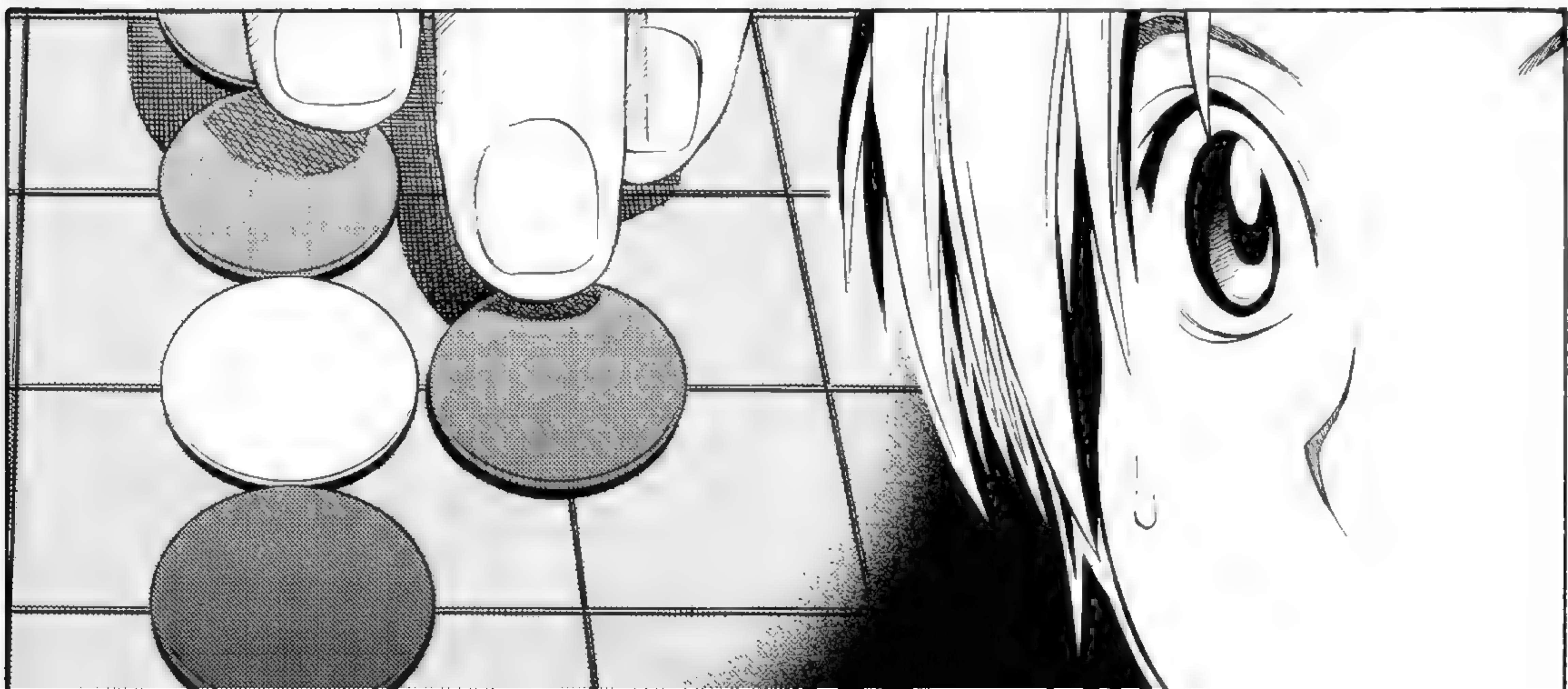


I PLAYED  
ATARI\*  
FROM  
THE  
WRONG  
SIDE.

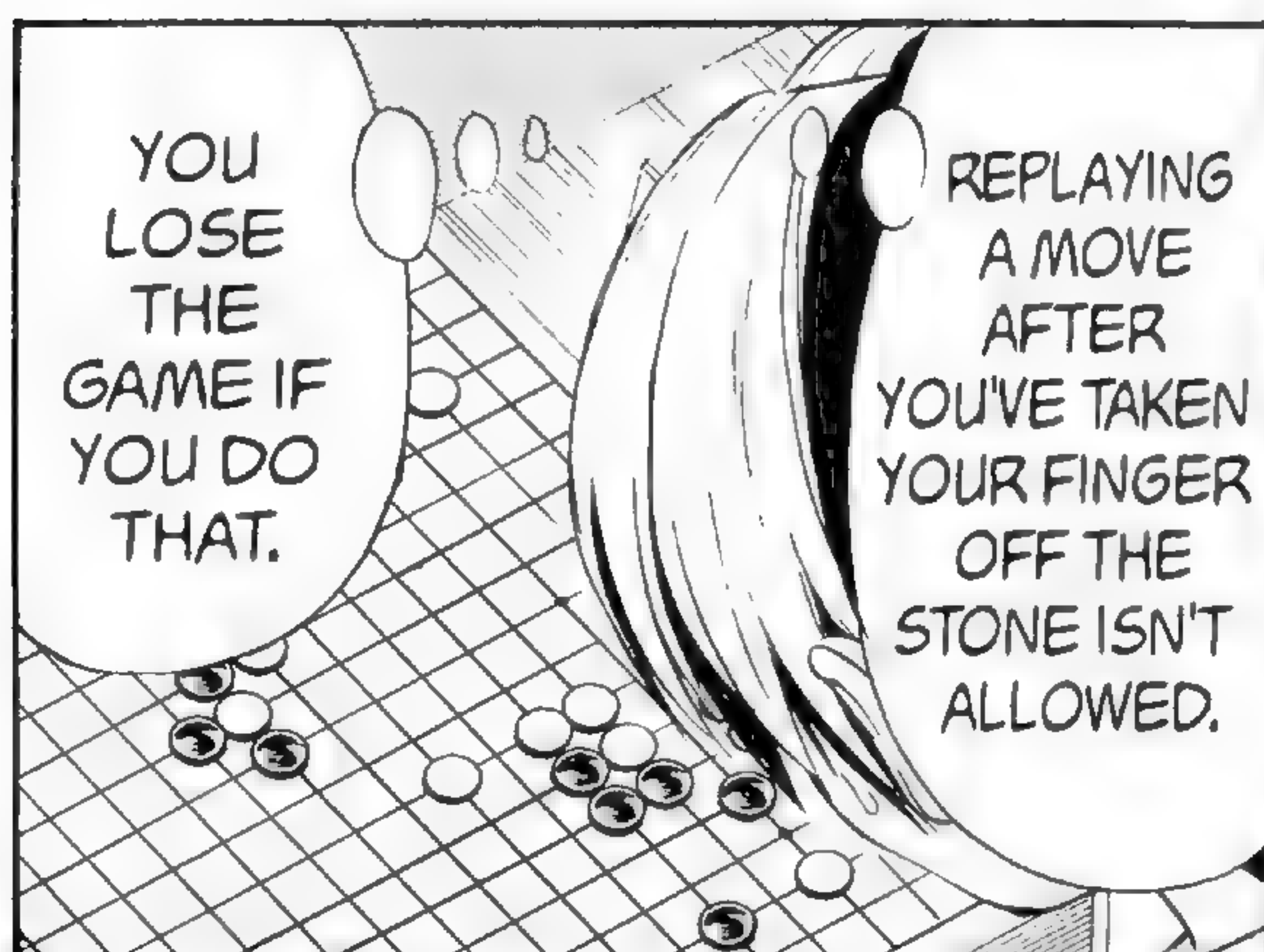




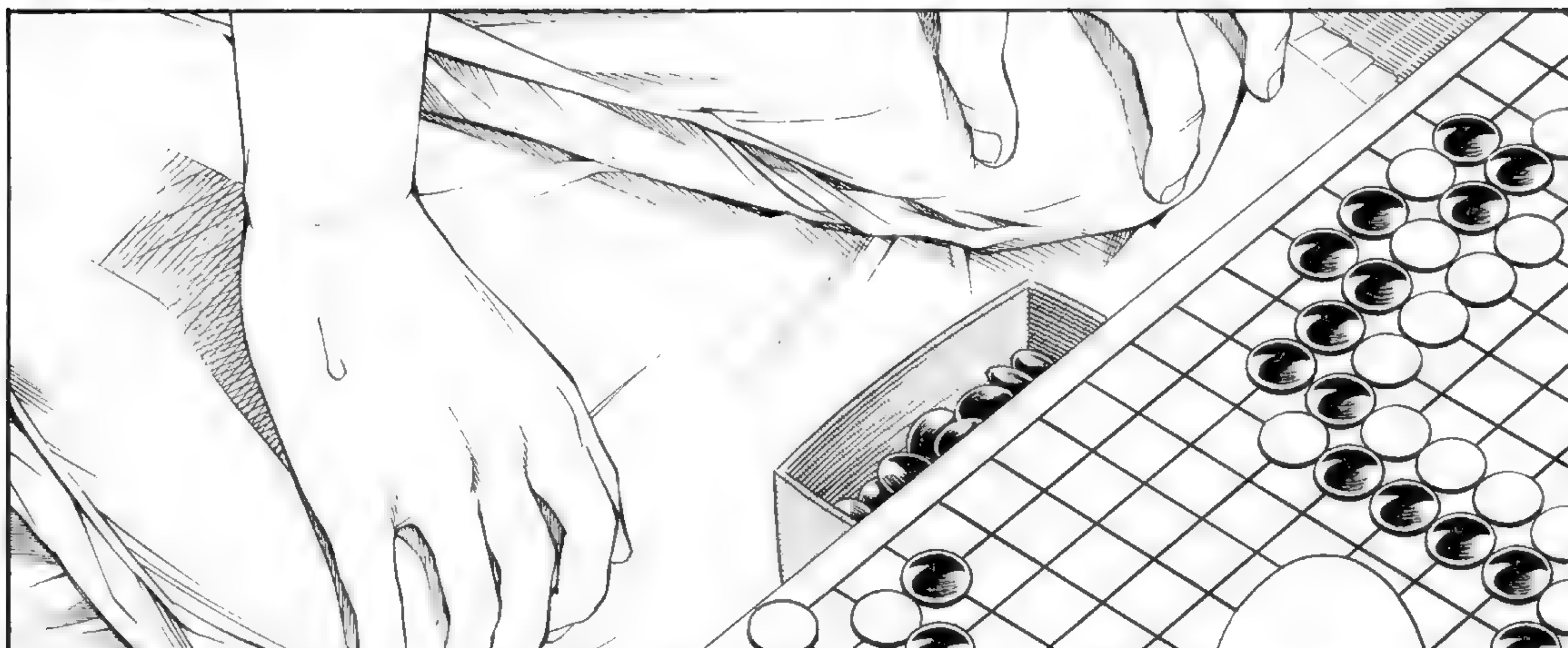










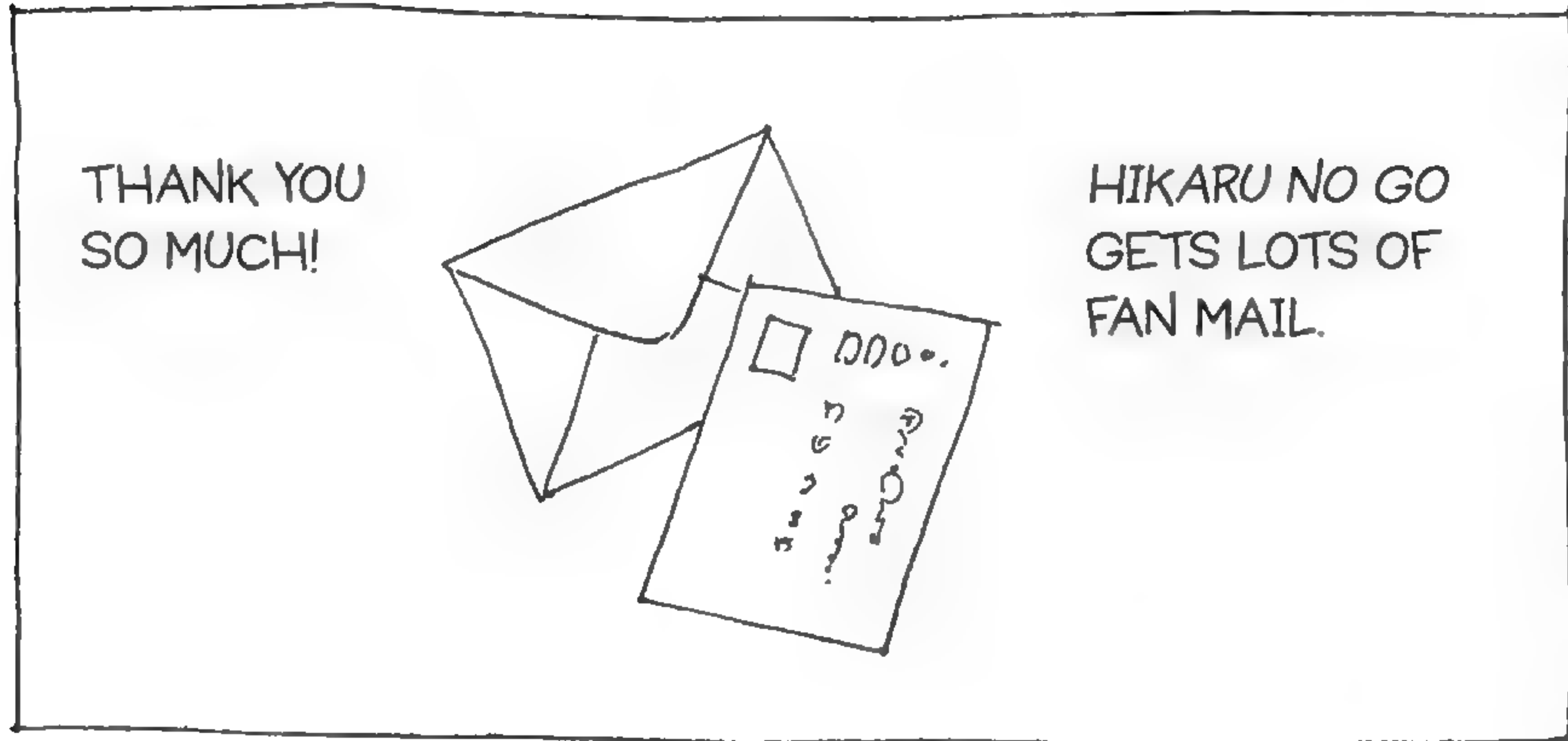


BA-  
BUMP

BA-  
BUMP





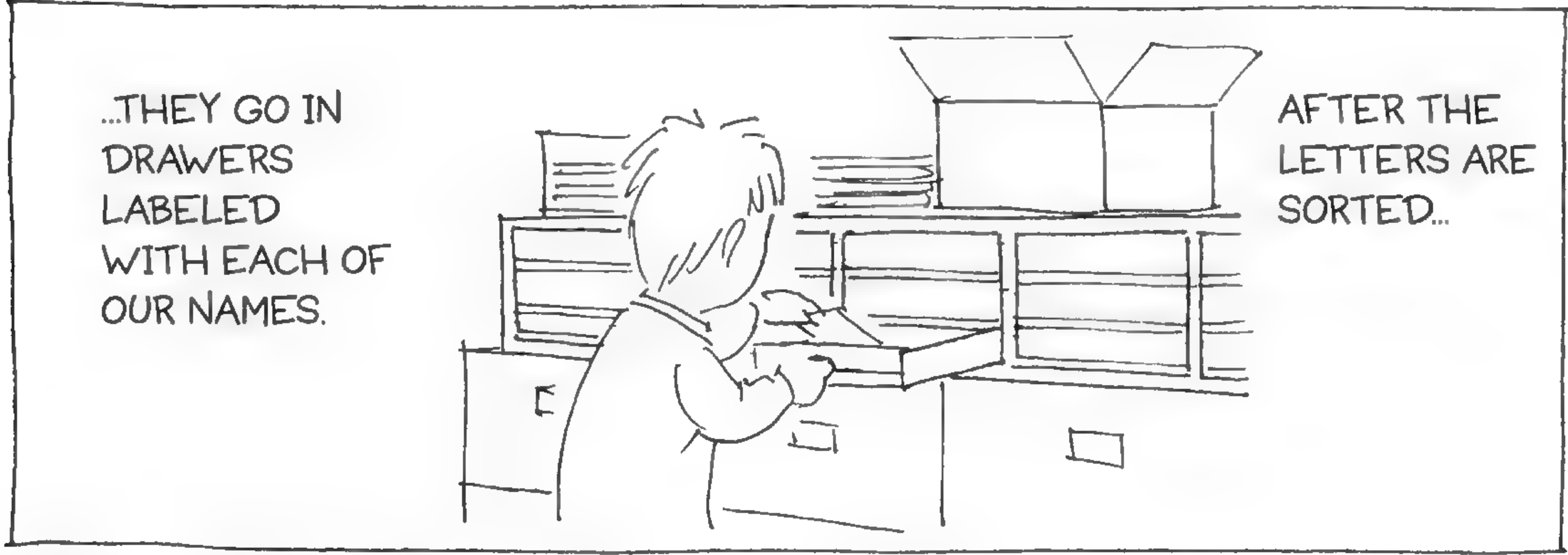


# HIKARU NO GO

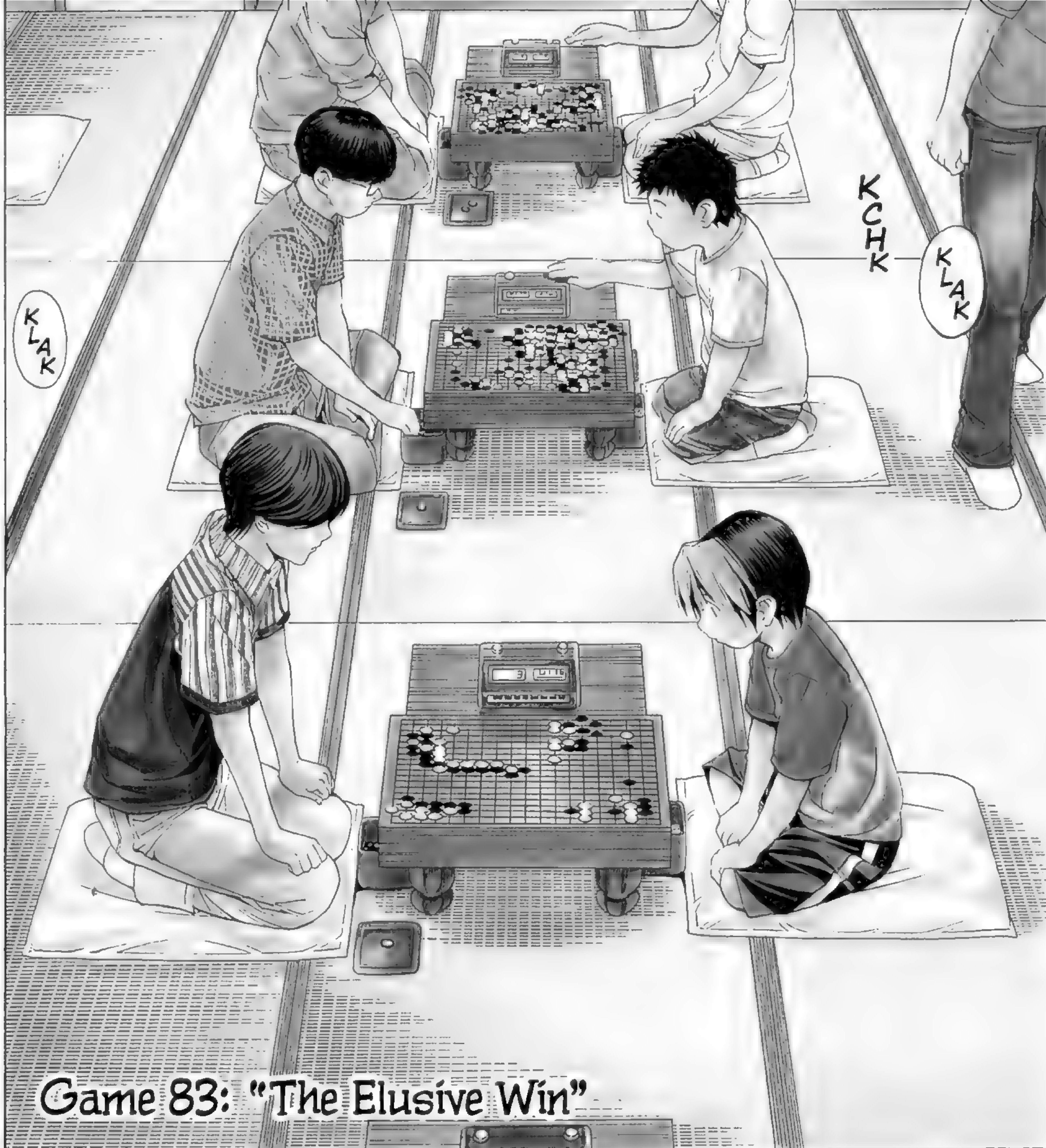
STORYBOARDS

(26)

YUMI  
HOTTA









# HIKARU SHINDO





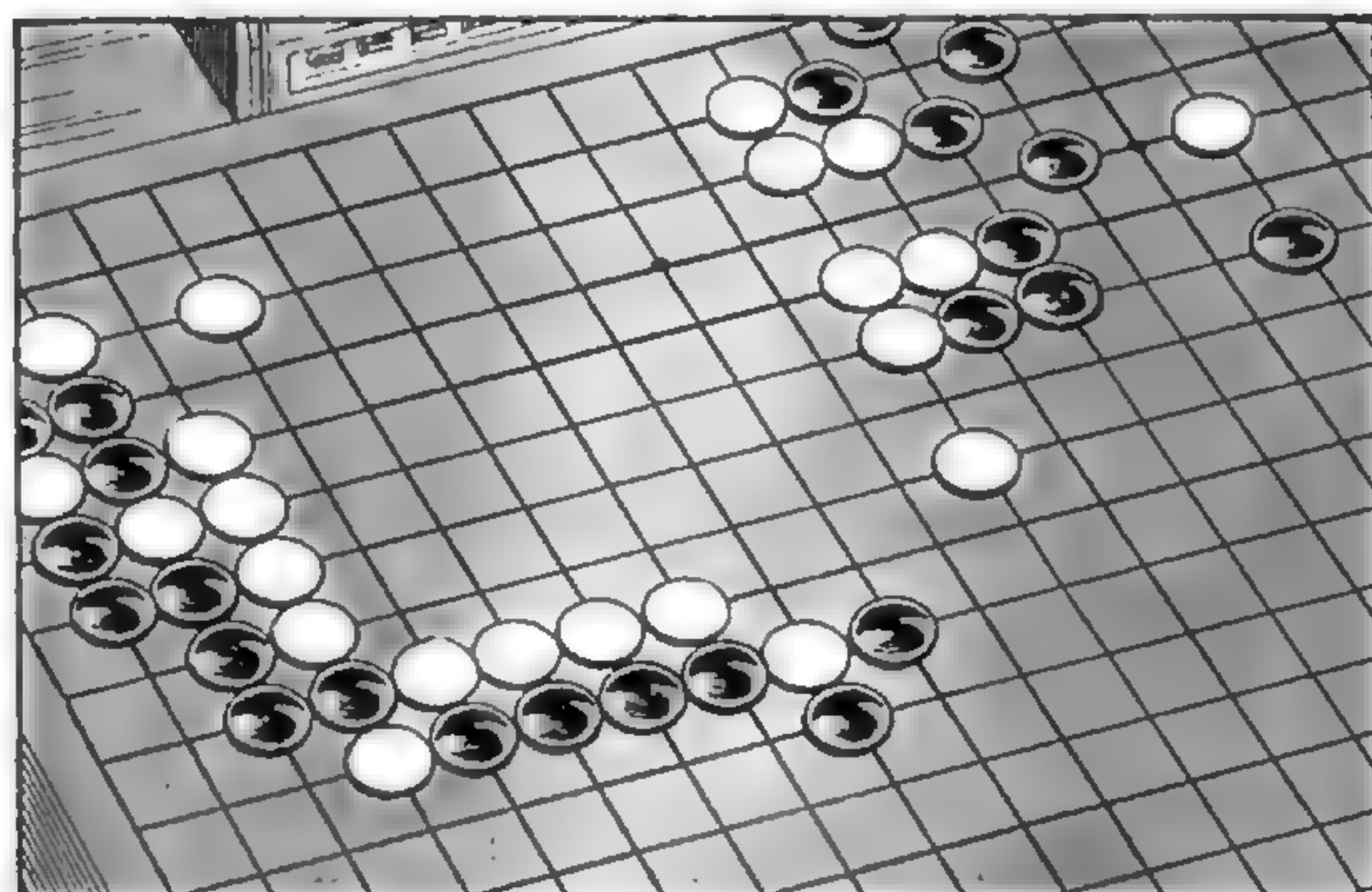


SHIN.  
ICHIRO  
ISUMI

















I'VE  
LOST  
THE  
GAME.

YEAH, BUT  
I DON'T  
THINK I CAN  
DO IT.

EVEN  
ISUMI  
HAS  
FAILED  
THE PRO  
TEST  
MORE  
THAN  
ONCE.

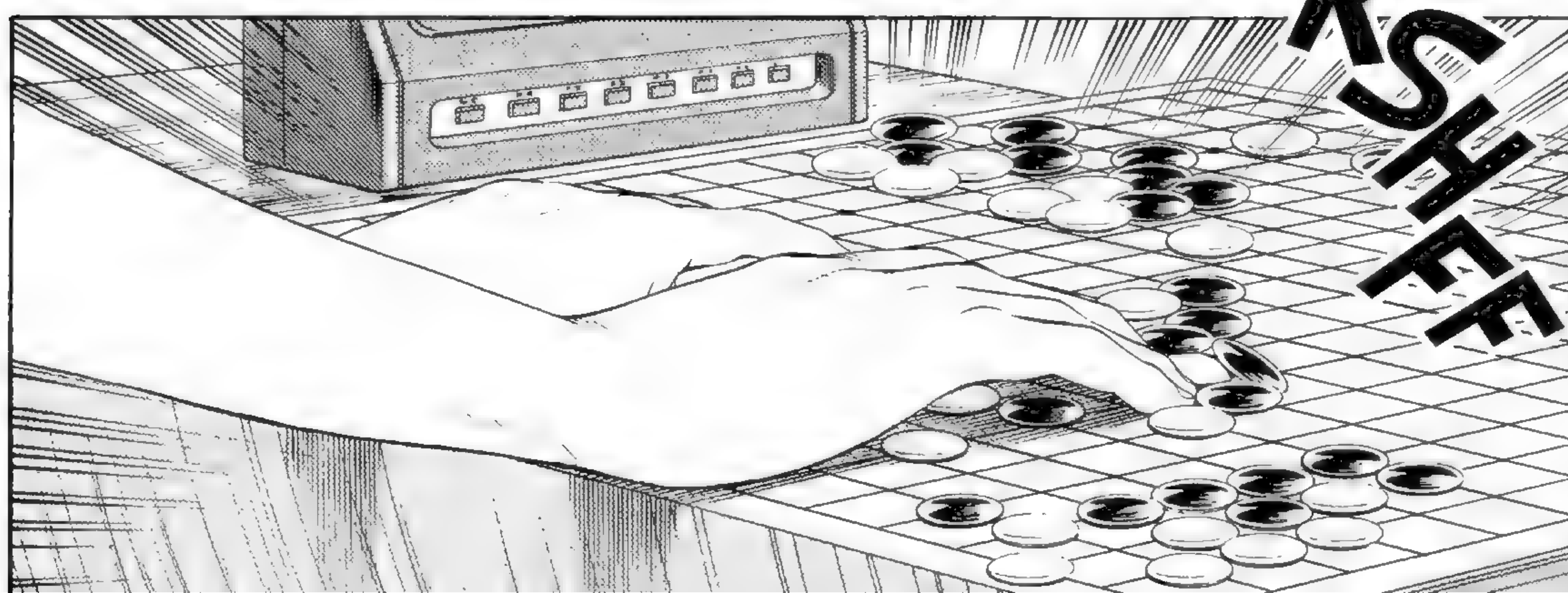
I WANT  
ANOTHER  
WIN SO  
BADLY.

BUT IF I SAY  
SOMETHING  
ABOUT  
ISUMI'S  
LAST MOVE,  
I MIGHT WIN.

I WANT  
ANOTHER  
WIN!

EACH AND  
EVERY  
WIN IS  
CRUCIAL!

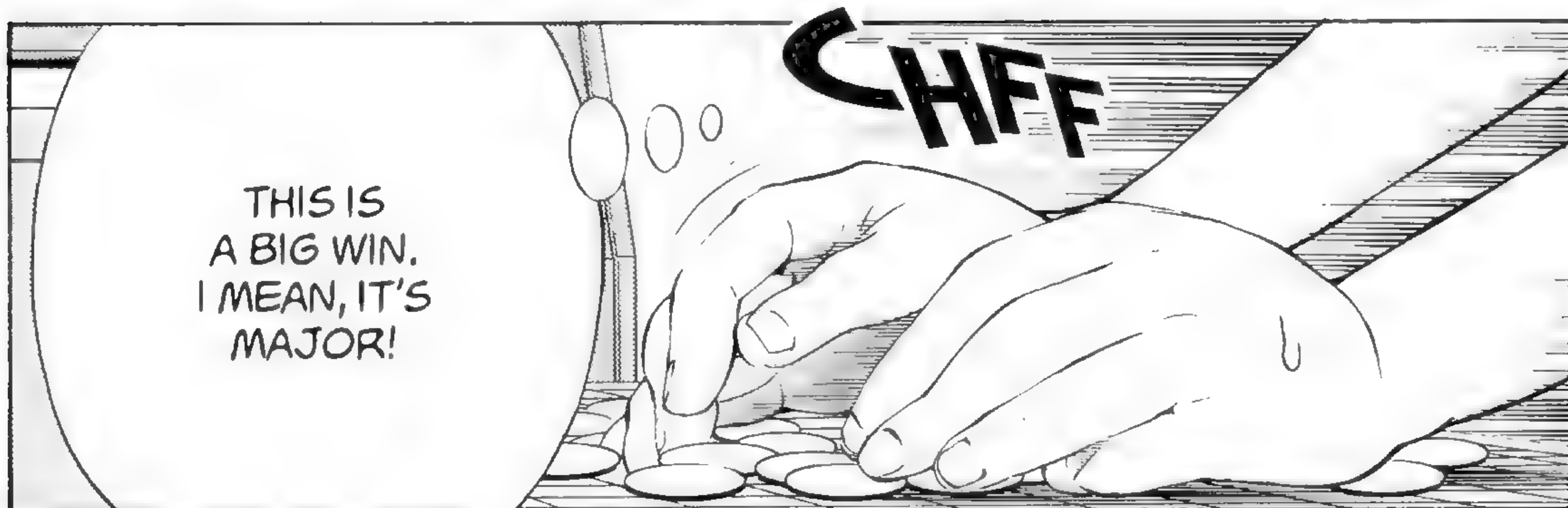
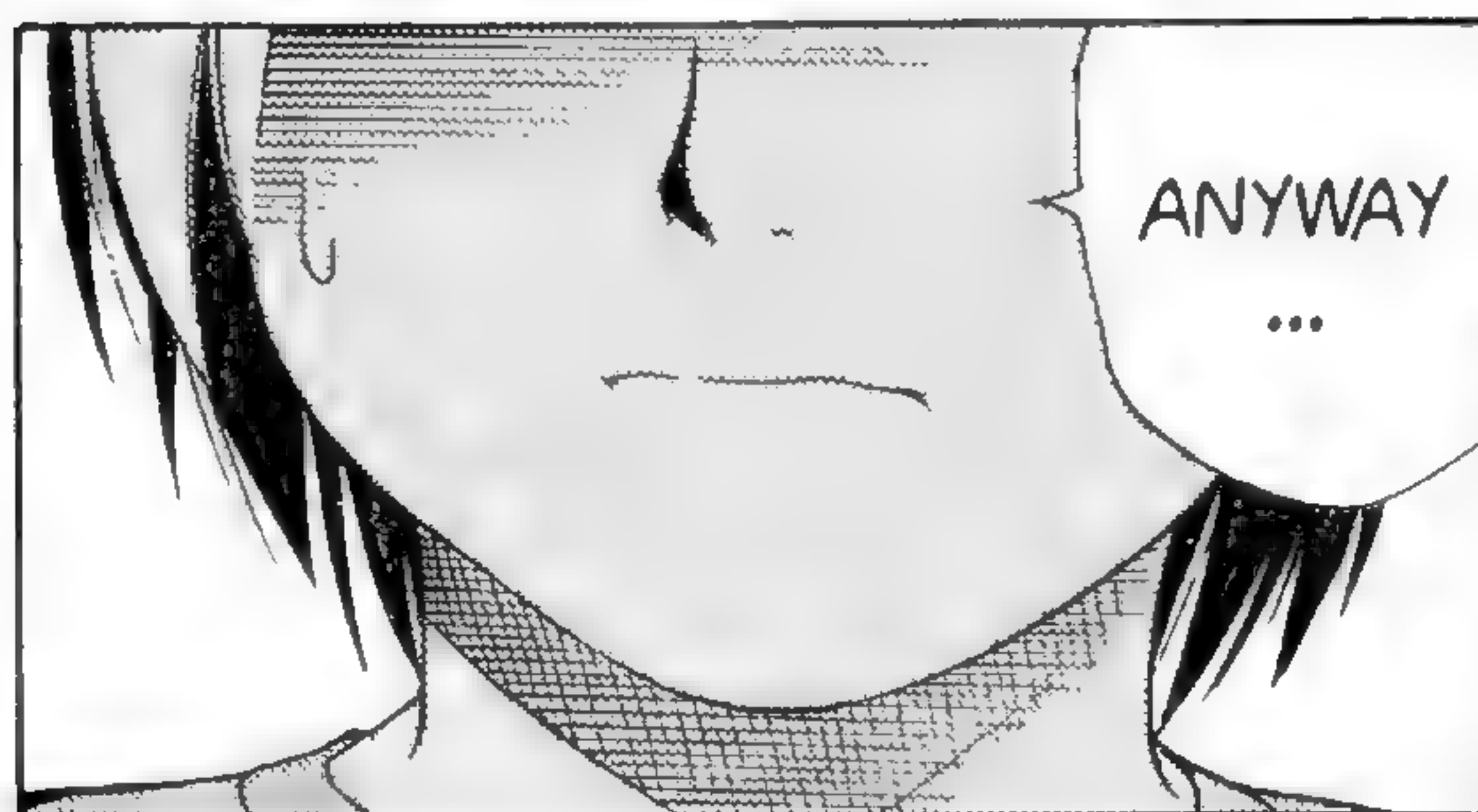




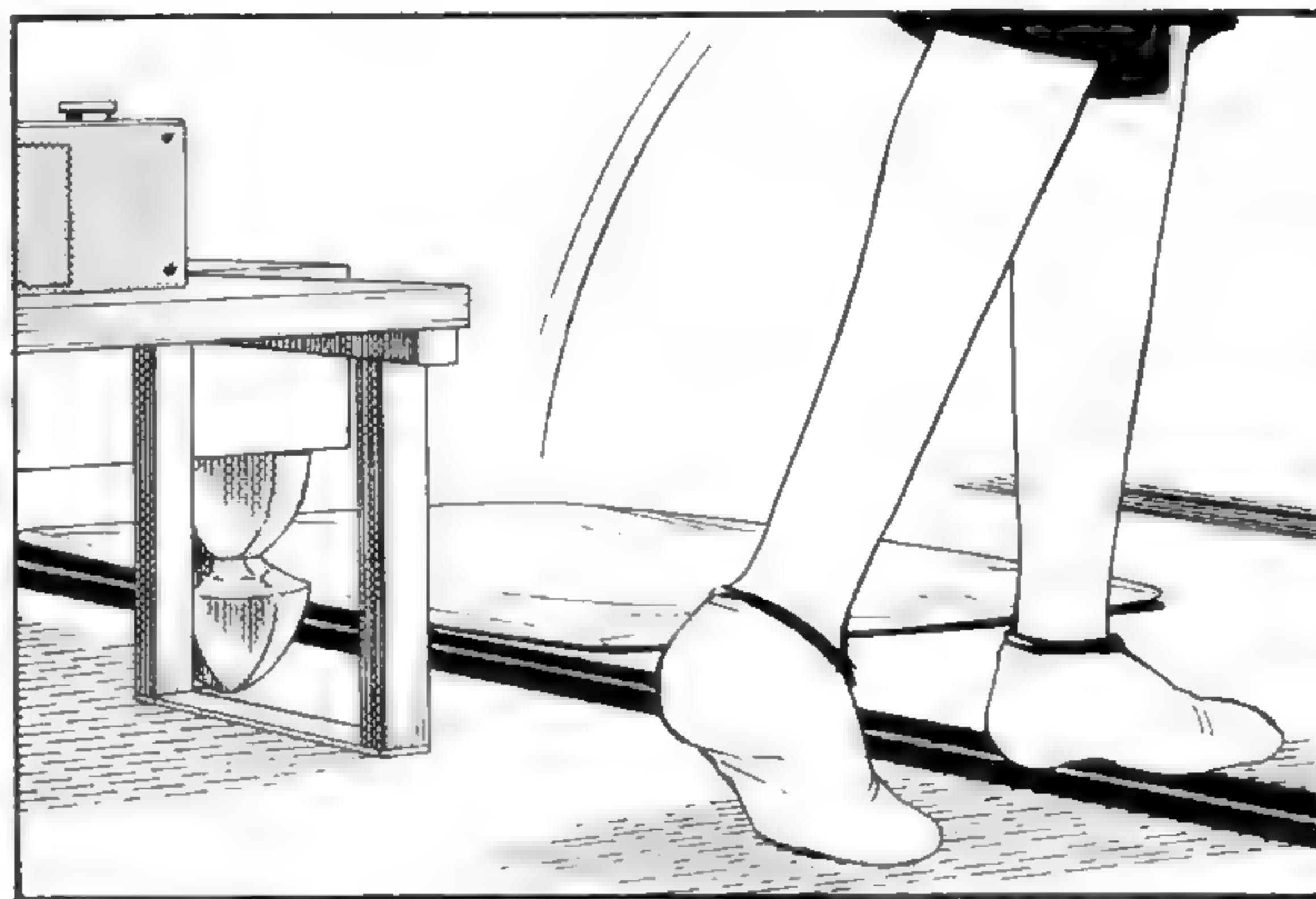
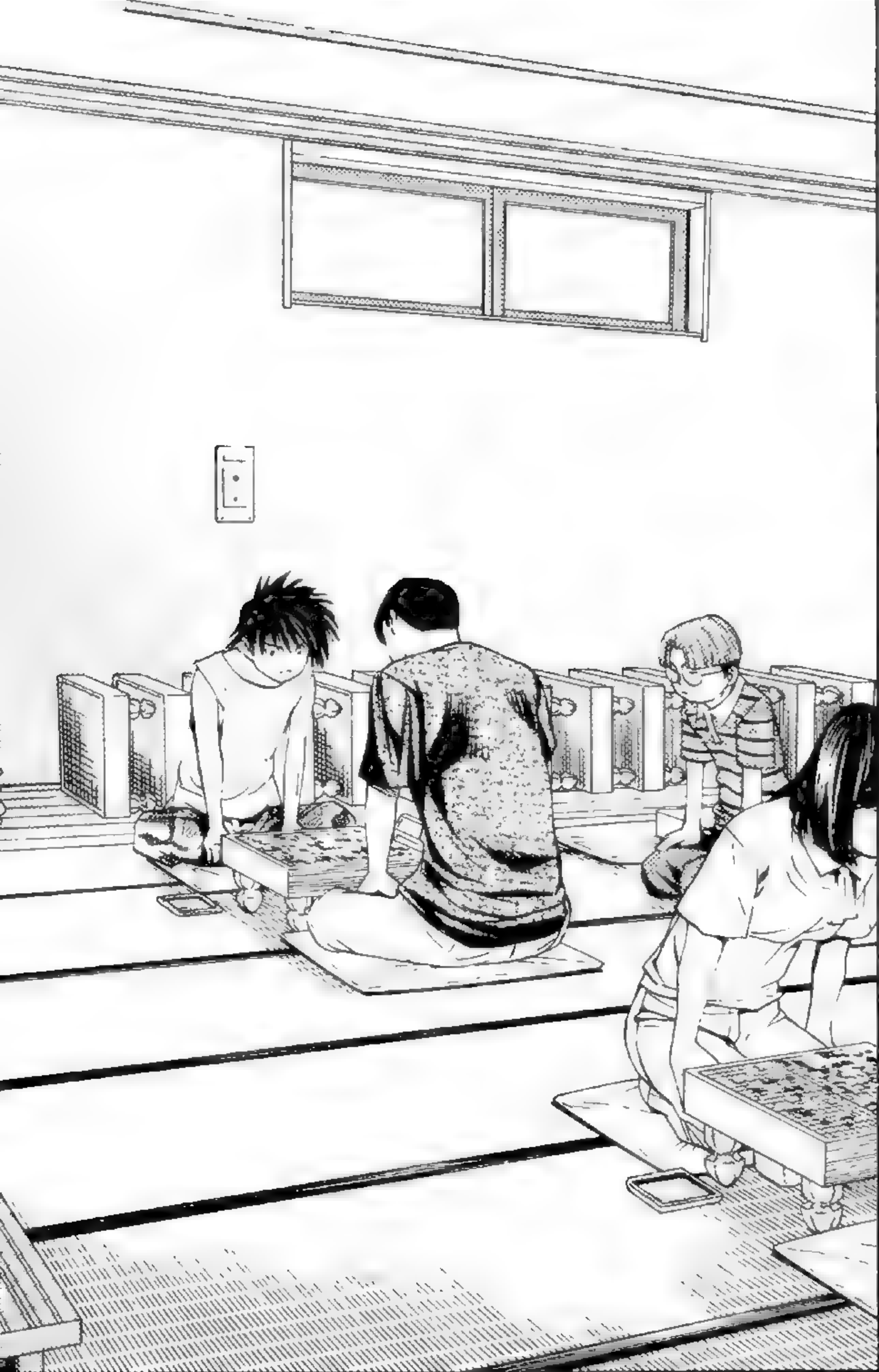








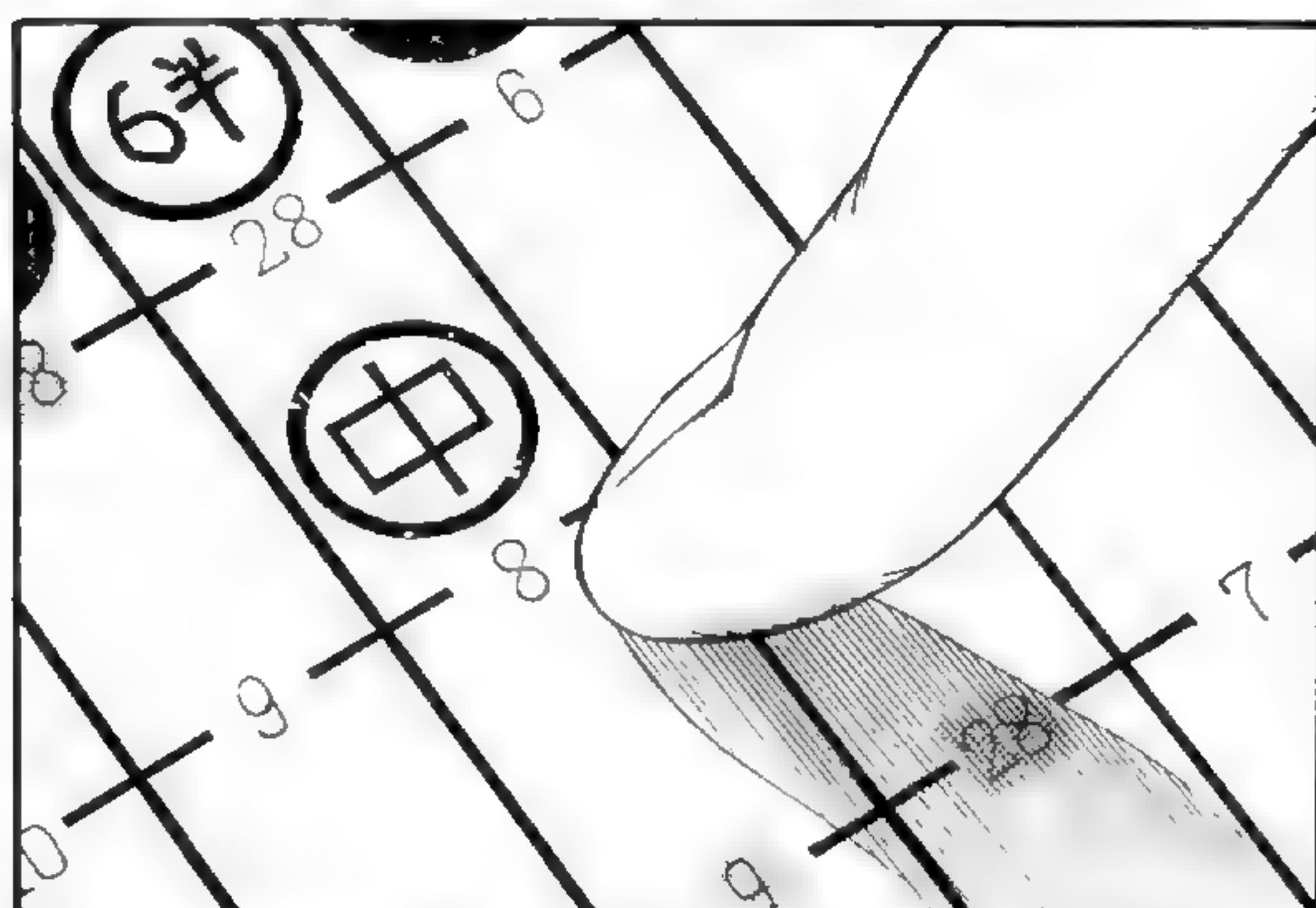








SHINDO'S  
MARKING  
THE  
SHEET!



BUT THE  
WINNER'S  
THE ONE  
WHO  
RECORDS  
THE WIN.

NO  
WAY...



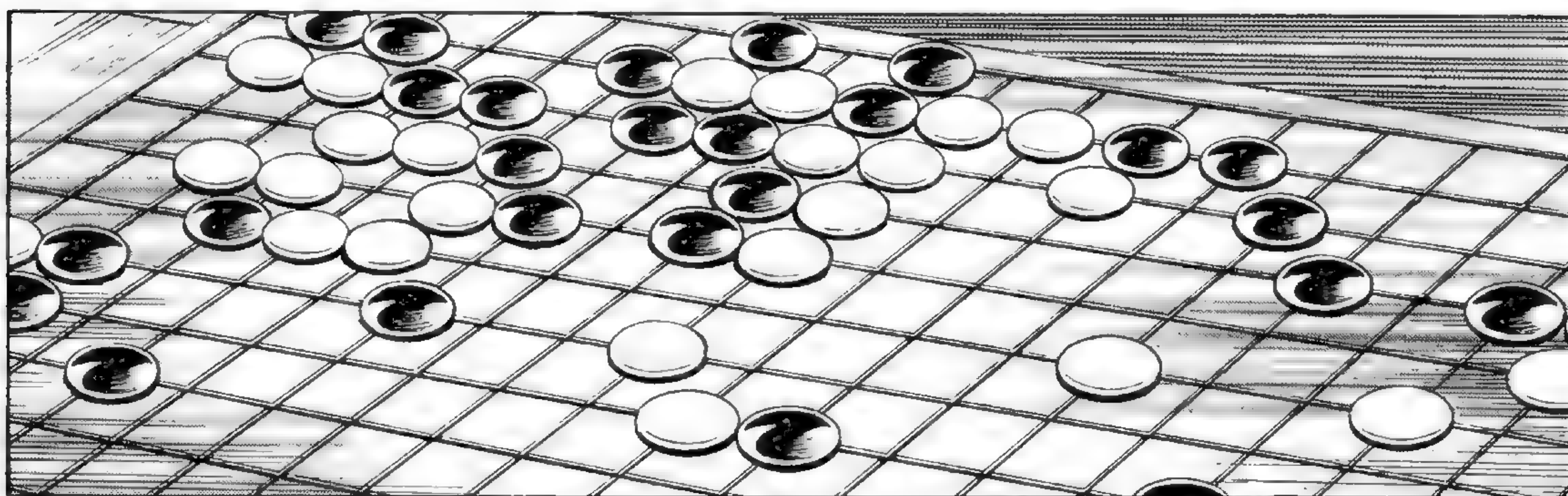
DID  
SHINDO  
WIN?!



WHAT  
COULD'VE  
HAPPENED?!

BUT  
THAT  
GAME  
WAS...







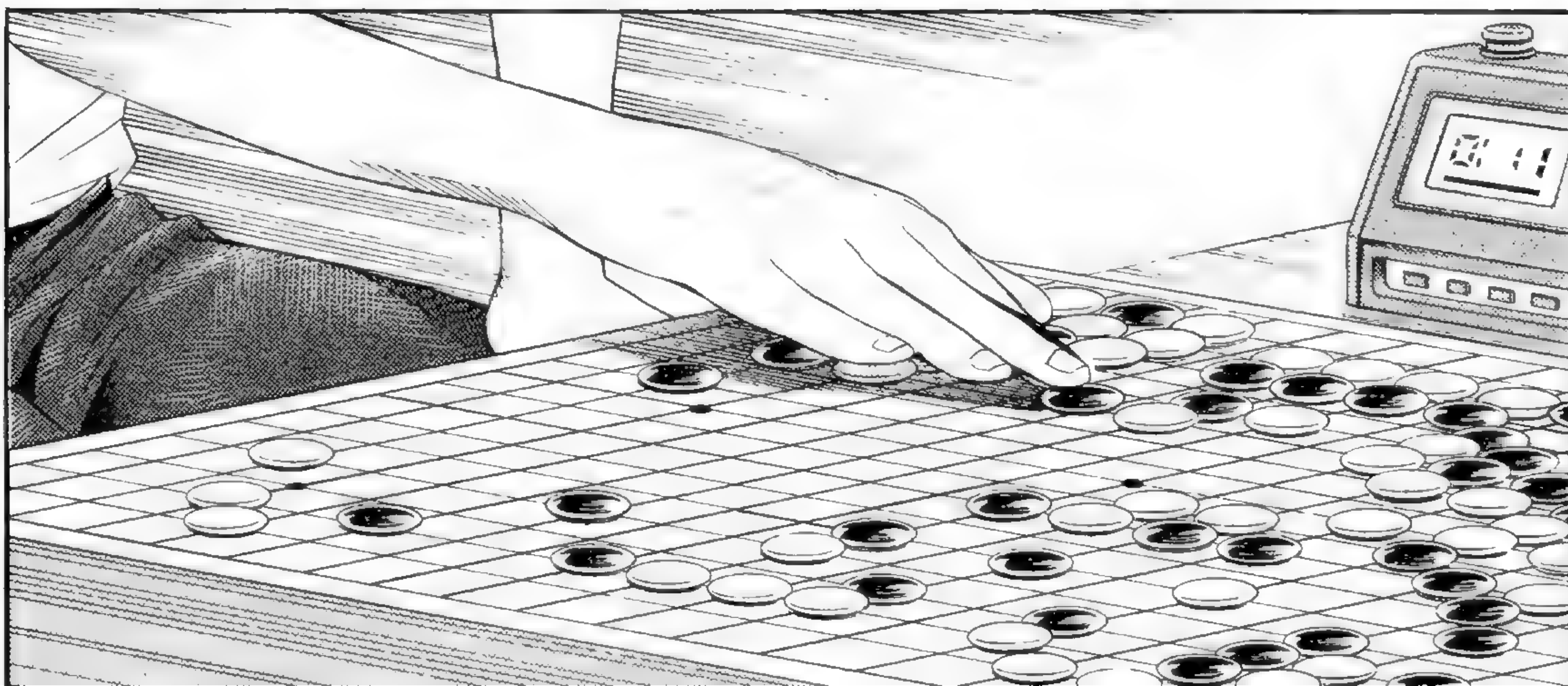
THAT'S  
NOT LIKE  
HIM.

HE  
HASN'T  
SAID A  
WORD  
ABOUT IT  
TO ME.

LOSING  
TO SHINDO  
MUST'VE  
REALLY  
GOTTEN  
TO HIM.



THE LOSS  
MAY HAVE  
COME AS A  
SHOCK, BUT  
YOU CAN'T  
LET IT  
AFFECT  
YOU!

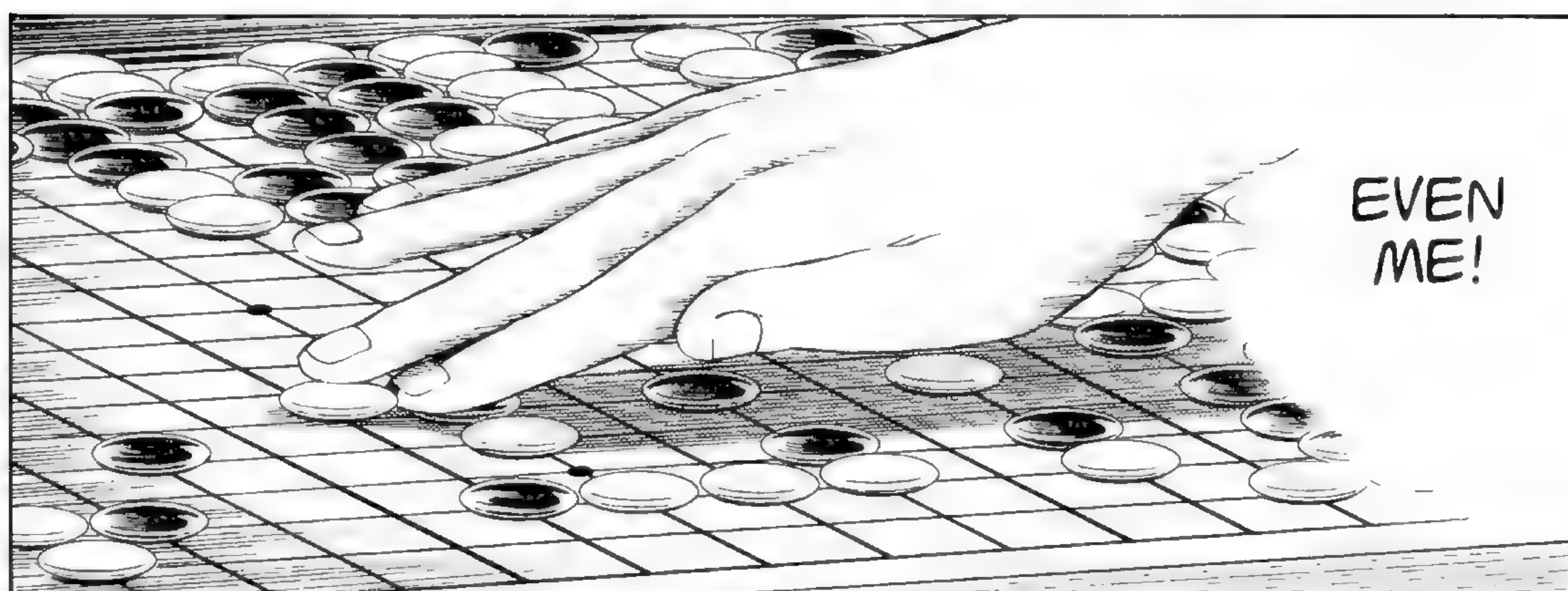




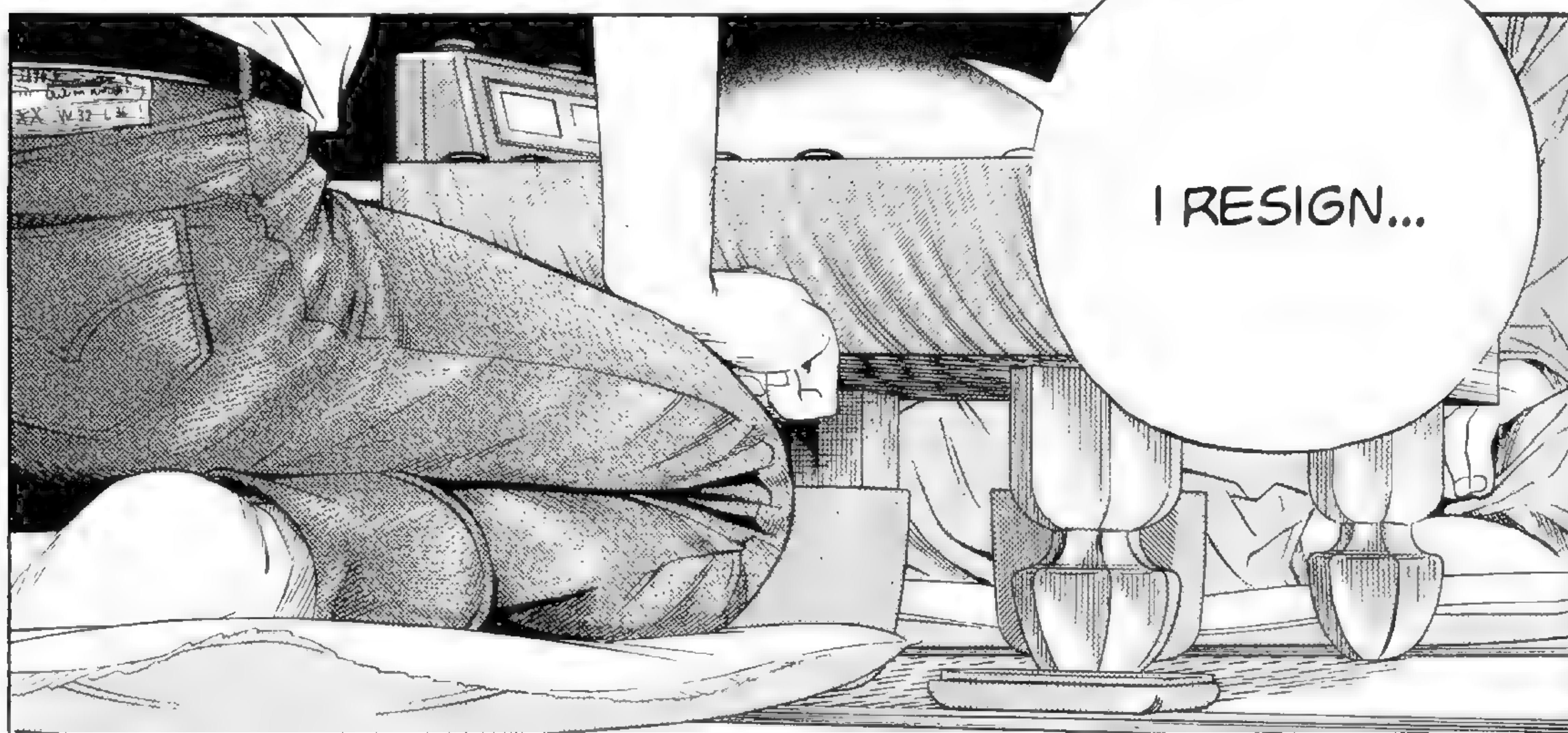


YOU  
CAN'T  
TAKE  
**ANYONE**  
HERE  
LIGHTLY.

LOSE  
YOUR  
COOL  
AND  
IT'S  
OVER.



EVEN  
ME!



I RESIGN...





...  
GONNA  
BE MY  
YEAR!

THIS  
IS...



ALL  
RIGHT!



...BUT  
I'M  
GONNA  
PASS  
THIS  
TIME.

I DON'T  
KNOW  
WHAT  
YOU'RE  
DOING,  
ISUMI...



MY  
NEXT  
OPPONENT  
IS  
OCHI!





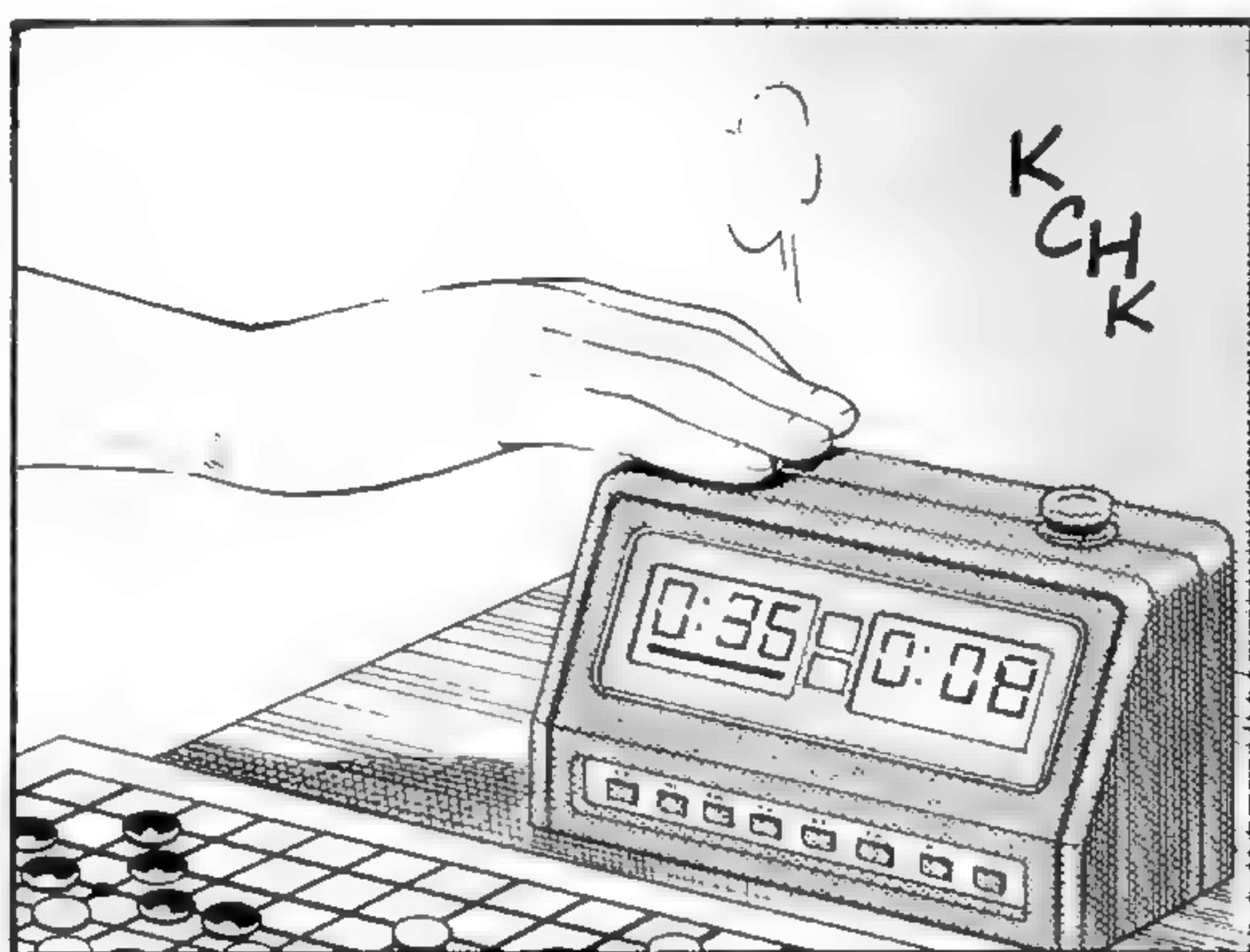
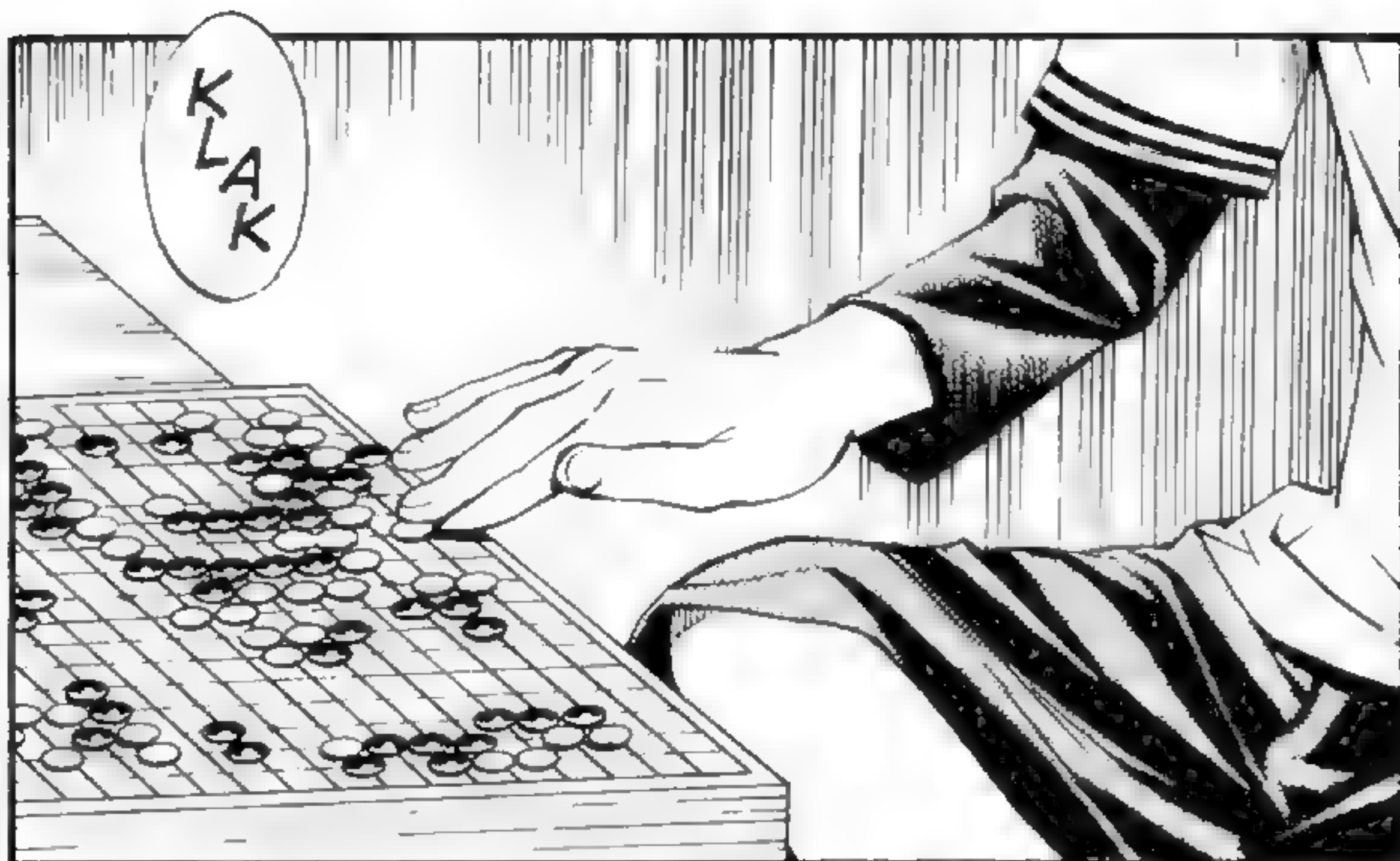
I BEAT  
ISUMI  
YESTERDAY,  
DARN IT!

ARGH!  
I USUALLY  
BEAT FUKU,  
BUT MY  
GAME IS  
TERRIBLE.

YESTERDAY'S  
GAME...

I CAN'T STOP  
THINKING  
ABOUT HOW  
YESTERDAY'S  
GAME WOULD  
HAVE PLAYED  
OUT.

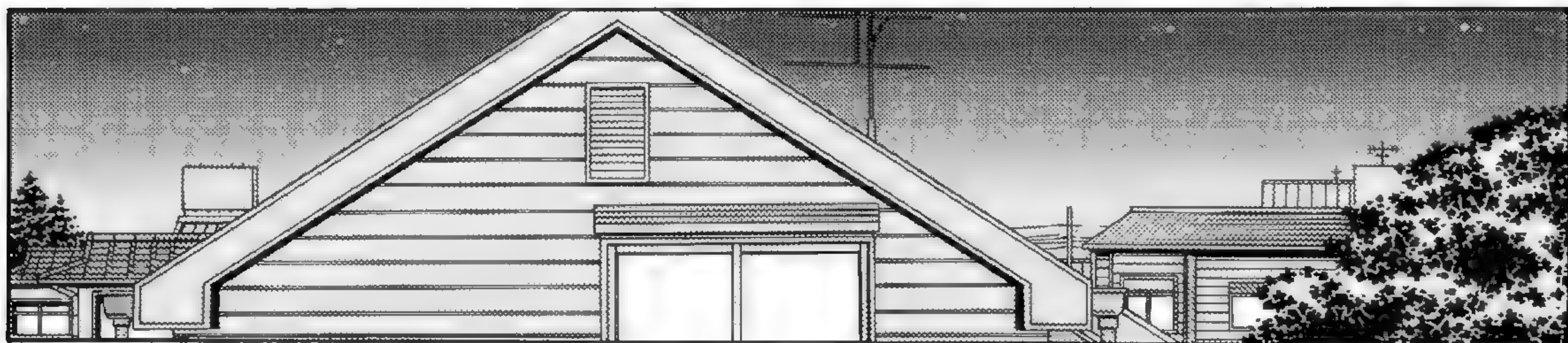
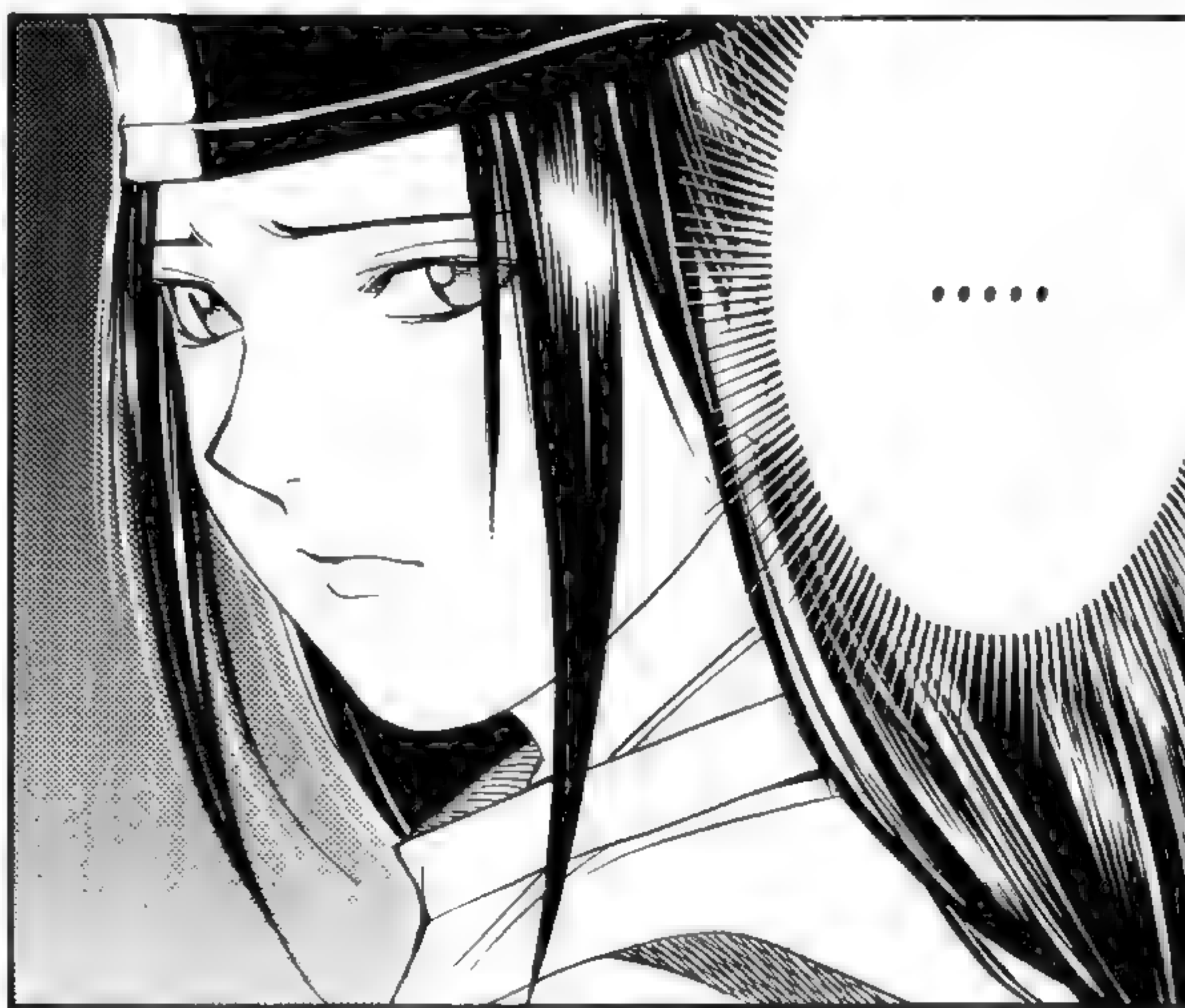
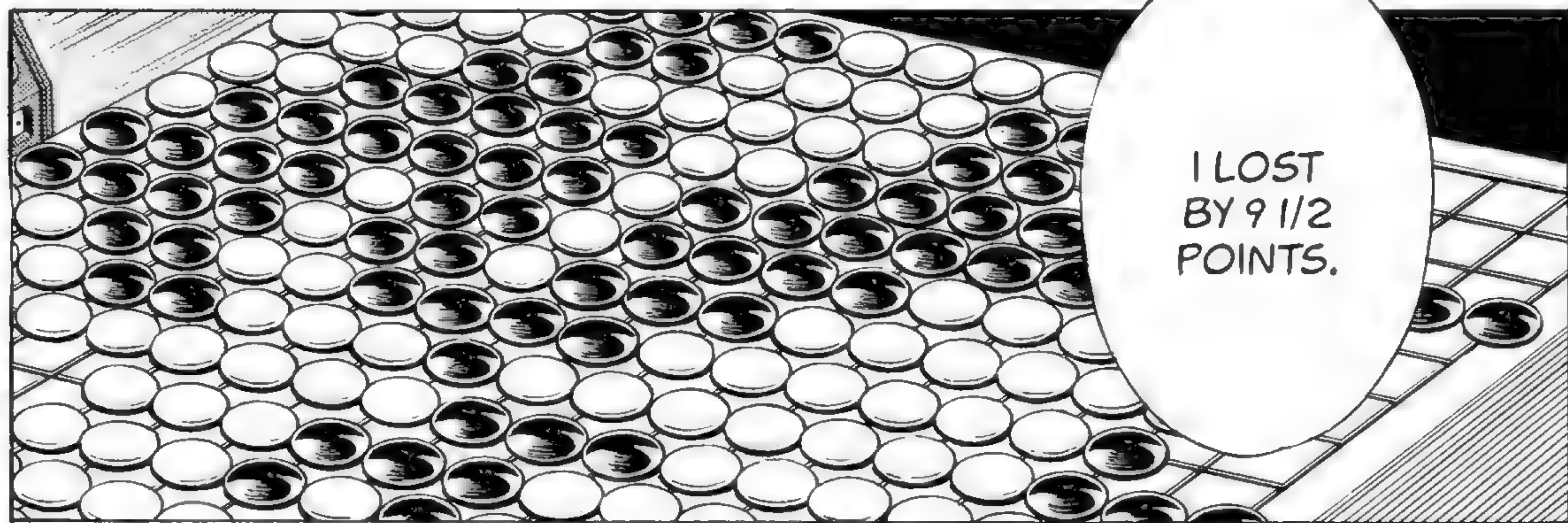




He should  
have resigned  
today, but he  
played out  
the game.

The bitter  
aftertaste  
of  
yesterday's  
game  
lingers with  
Hikaru.













I  
WANTED  
A  
DEFINITE  
WIN...

BUT WHEN  
I REALIZED  
THAT ISUMI  
COULD BE  
DISQUALIFIED...

...I  
JUMPED  
AT THE  
CHANCE.



I SAW  
THE EASY  
WAY OUT  
AND  
WENT  
FOR IT.

...BECAUSE  
I'M WEAK.







I'll play  
in place  
of Isumi.



Hikaru,  
let's play out  
the rest of  
yesterday's  
game.



Let your  
spirit find a  
resolution so  
that you may  
begin anew  
tomorrow.



I WANT  
TO GET  
STRONGER!



I WANT  
THE  
STRENGTH  
TO  
BELIEVE  
IN  
MYSELF.

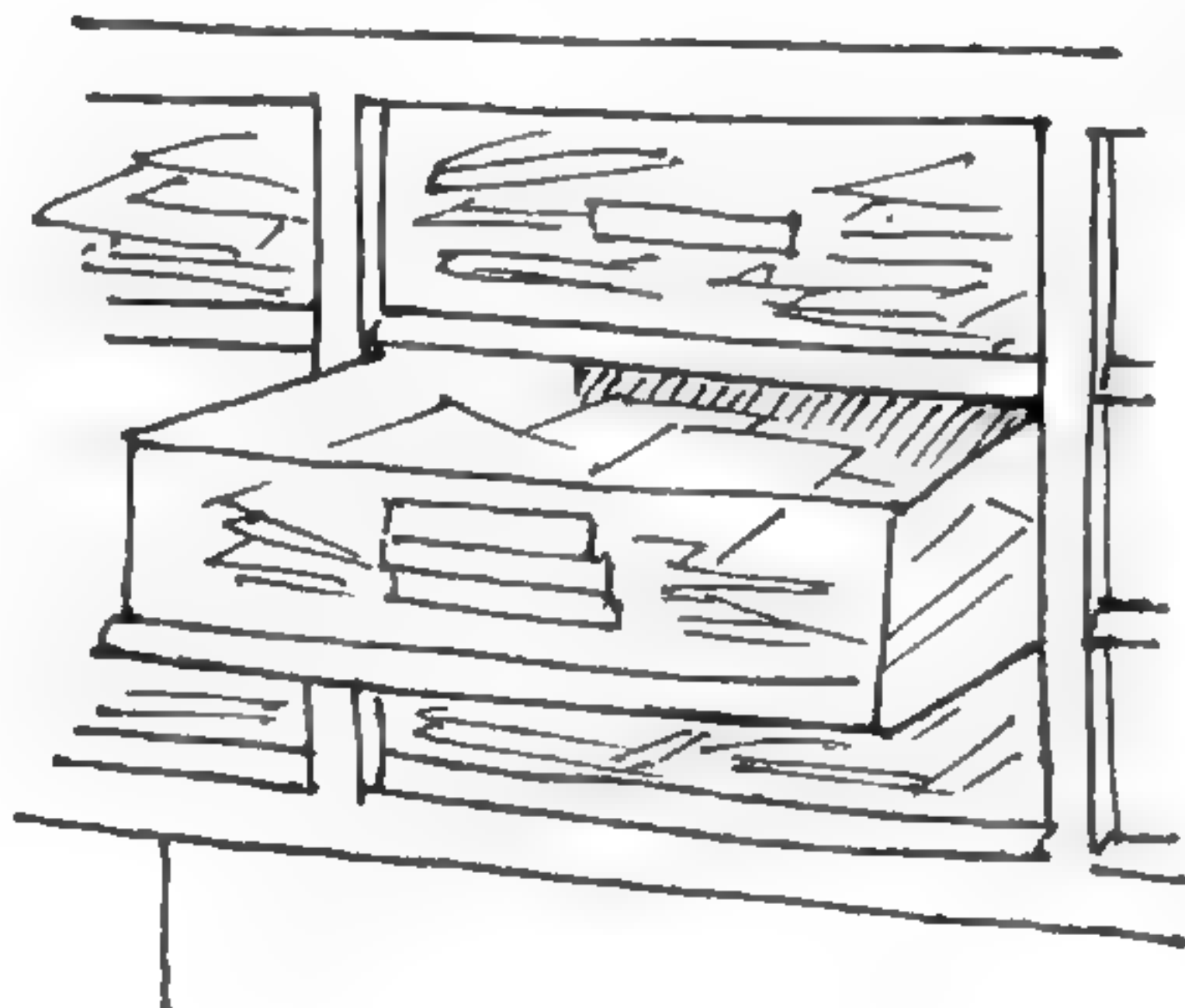






CONTINUED  
FROM PAGE 90...

AND  
SO...

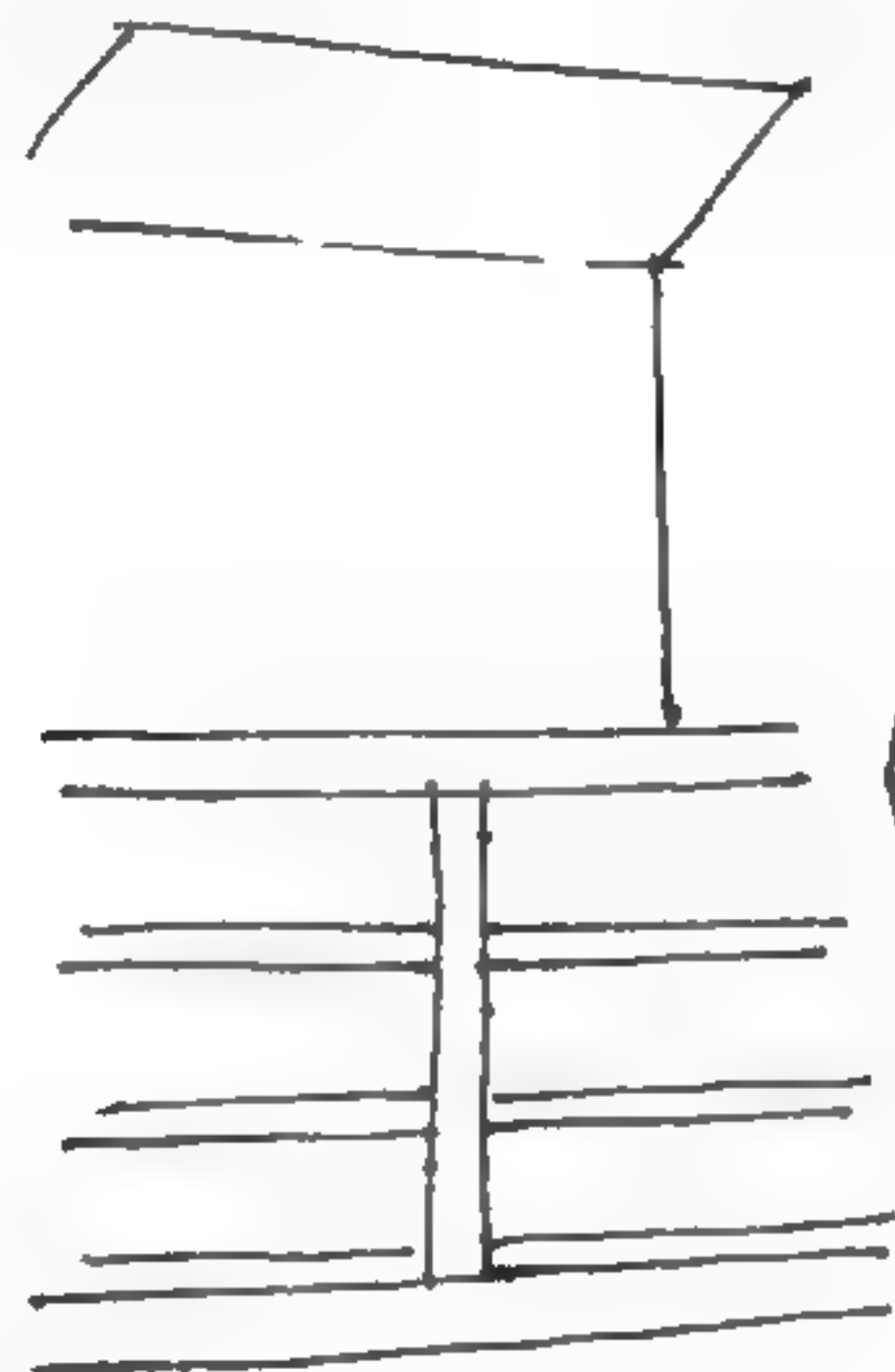


THE EDITORS THEN  
TAKE THE FAN MAIL  
FROM THE DRAWERS  
AND DELIVER THEM  
TO THE MANGA  
ARTISTS.

# HIKARU NO GO STORYBOARDS

(27)

YUMI  
HOTTA



I have  
a question.



WHEN I VISITED  
THE EDITORIAL  
DEPARTMENT, I  
ASKED MY EDITOR,  
TAKAHASHI, ABOUT  
THE MAIL.

Sometimes, mail  
gets sent to the  
wrong  
department.

Oh!

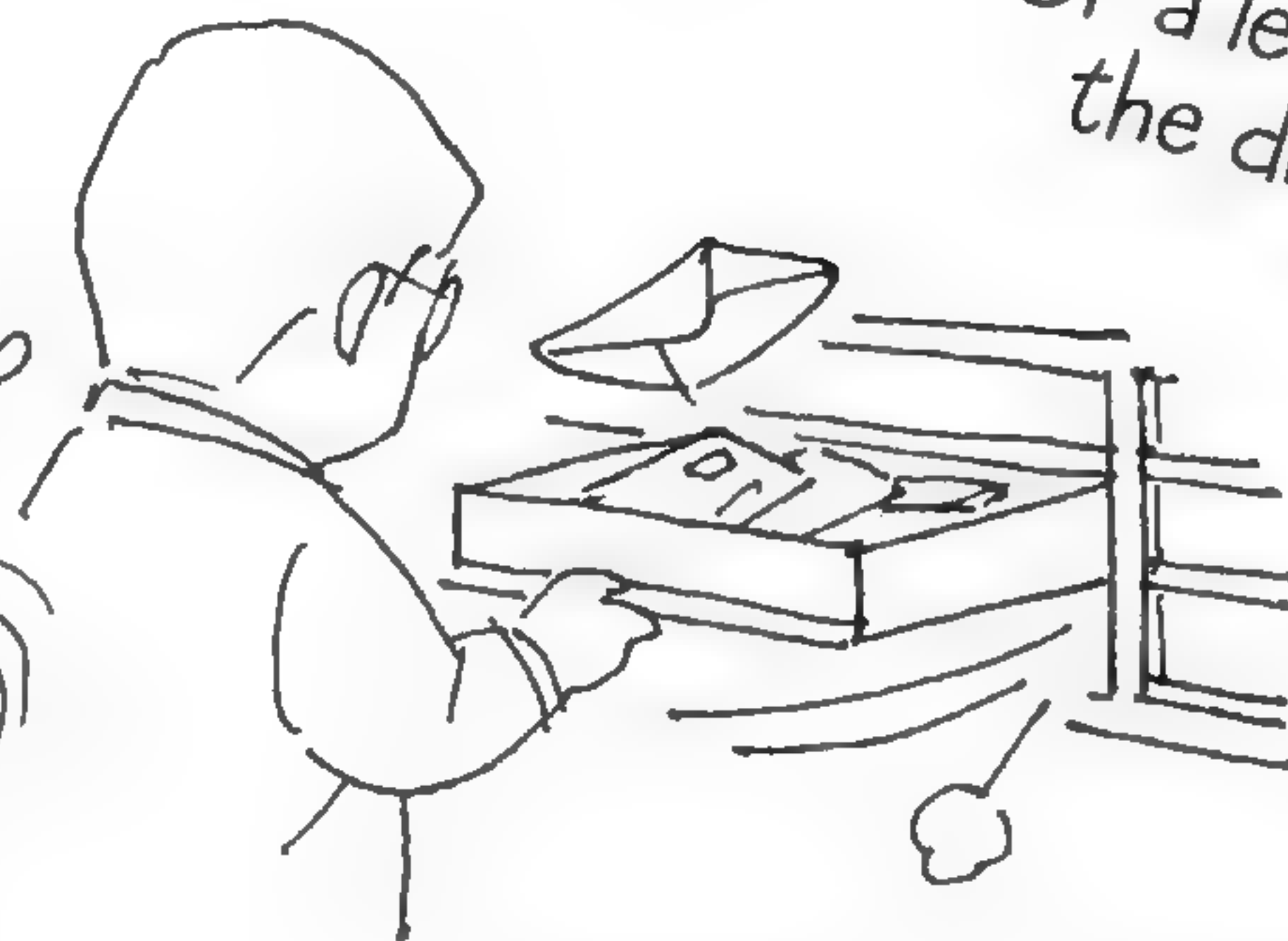


Why do I some-  
times get mail with  
a really old  
postmark?



DEAR  
READERS,  
THIS HARDLY  
EVER  
HAPPENS.  
HARDLY  
EVER, I SAY!

THE END



Or a letter will fall into  
the drawer below...  
like this!



Game 84 "Wayá vs. Ochí"

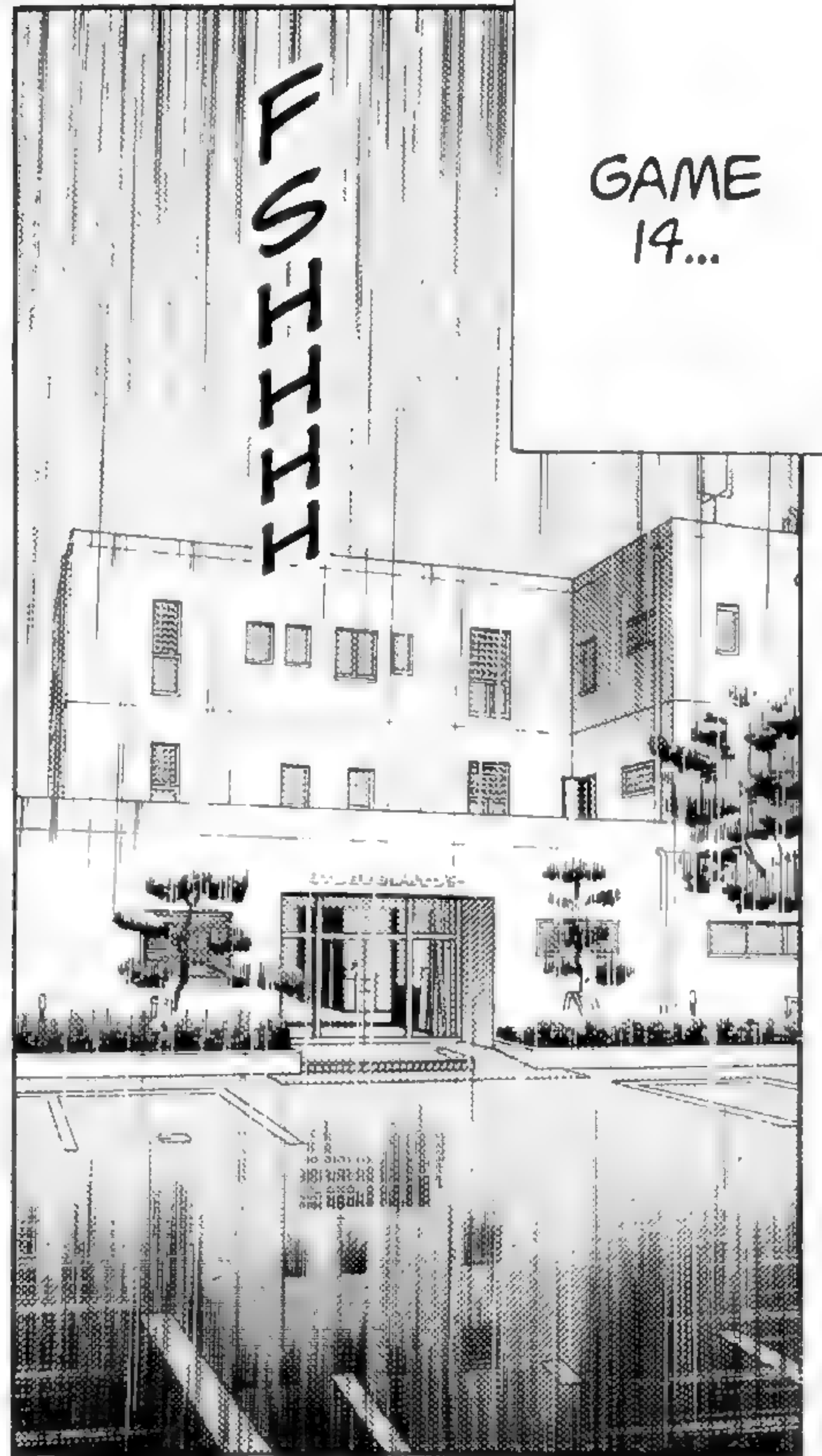




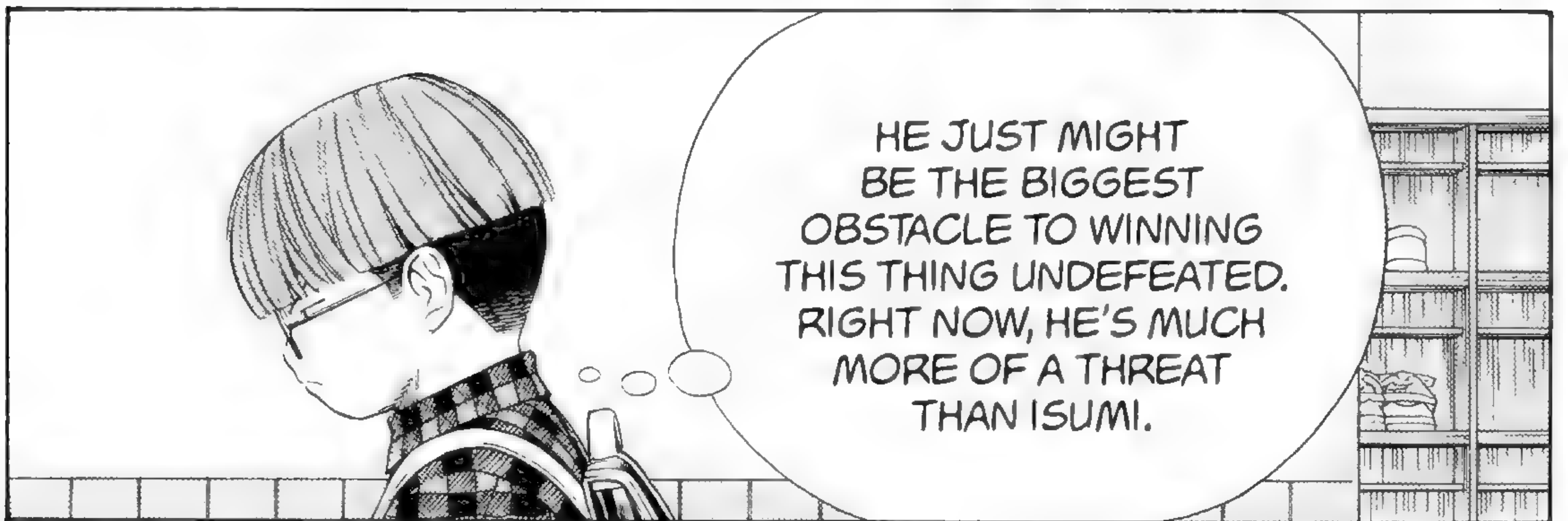


HAVE  
TO STAY  
FOCUSED.

I'M UP  
AGAINST  
WAYA  
TODAY.



GAME  
14...



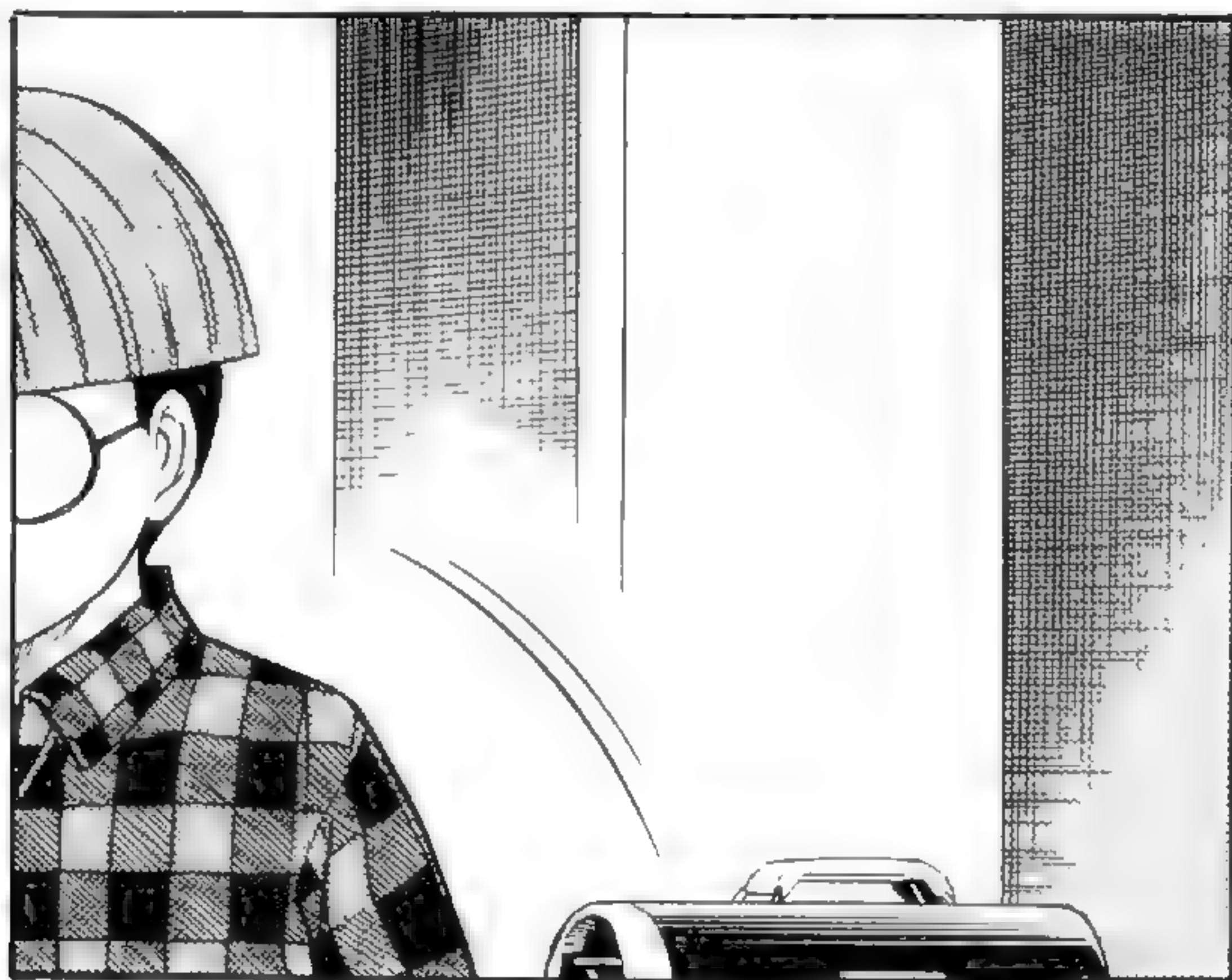
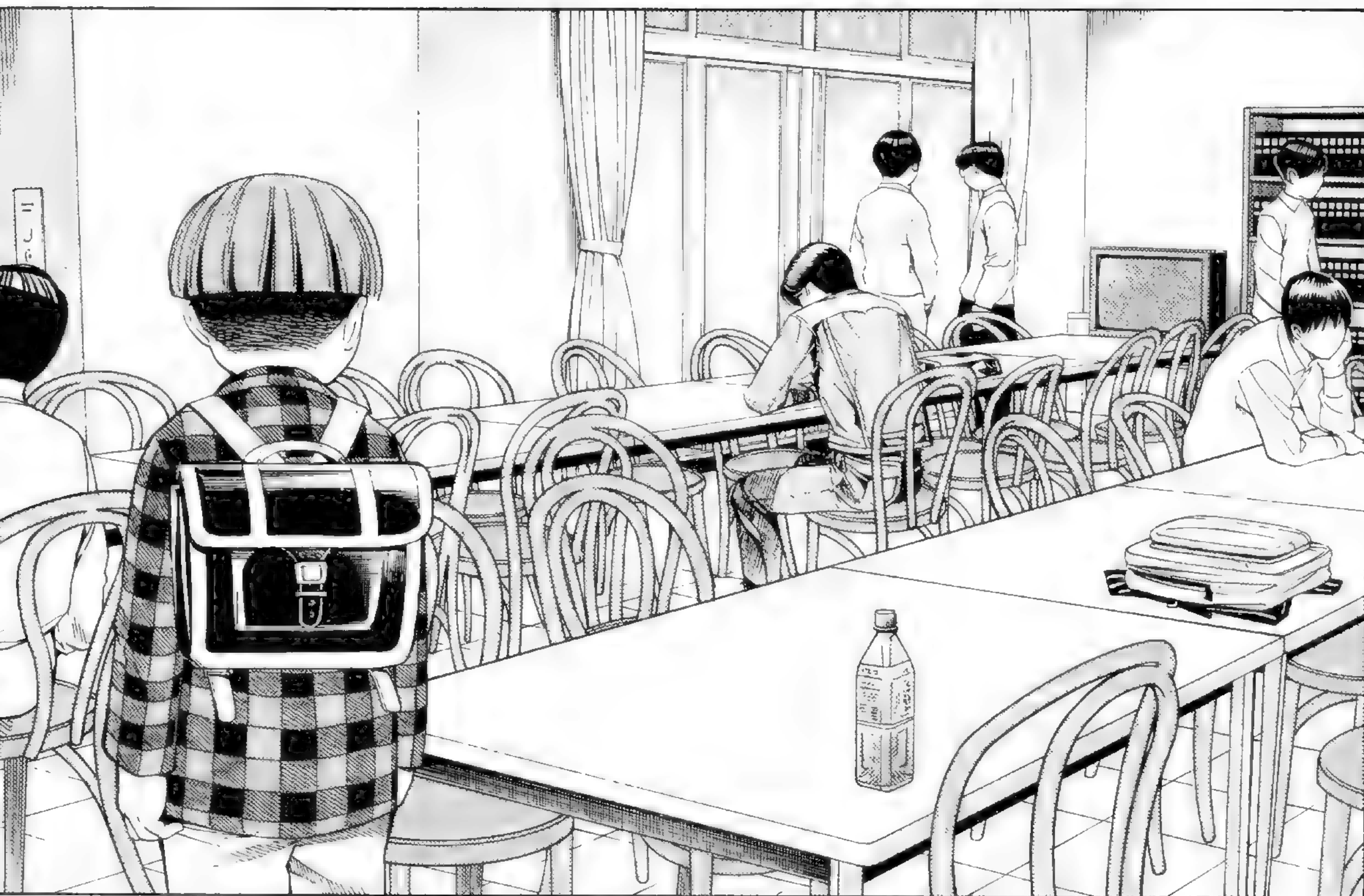
HE JUST MIGHT  
BE THE BIGGEST  
OBSTACLE TO WINNING  
THIS THING UNDEFEATED.  
RIGHT NOW, HE'S MUCH  
MORE OF A THREAT  
THAN ISUMI.



STILL,  
I WONDER  
WHAT HAPPENED  
WHEN ISUMI  
PLAYED HIKARU.  
ISUMI MUST HAVE  
MADE A STUPID  
MISTAKE.

ISUMI  
LOST TO  
SHINDO  
AND  
WAYA.









YOU WERE  
INTIMIDATED  
BY SHINDO.  
WAS THAT  
IT?



AFTER ALL,  
I DID TELL  
YOU THAT  
TOYA  
COULDN'T  
STOP ASKING  
ABOUT  
SHINDO.



IS THAT  
WHAT  
HAPPENED?

MAYBE  
THAT  
MADE YOU  
NERVOUS  
AND YOU  
MADE A  
MISTAKE.



SKOOT





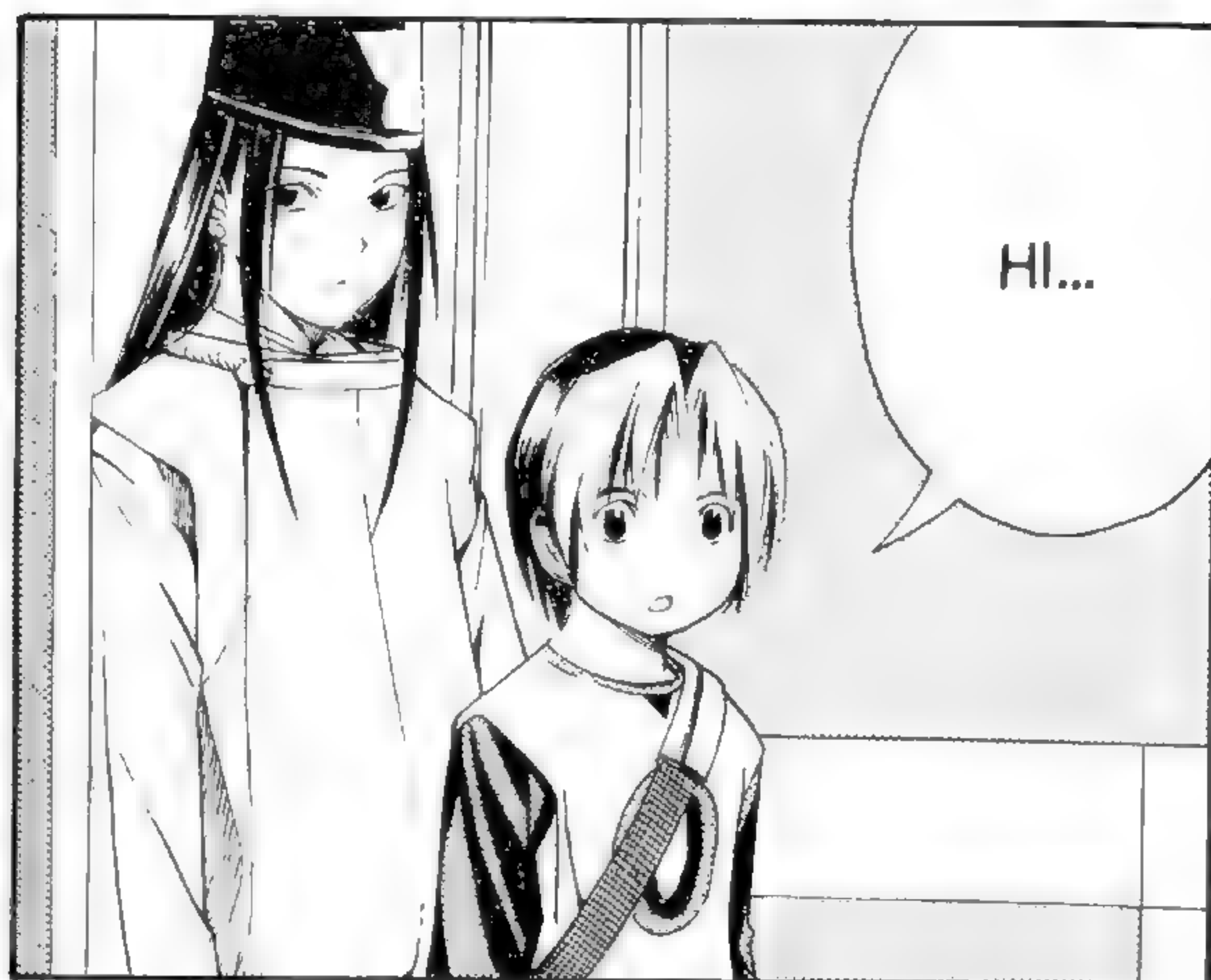
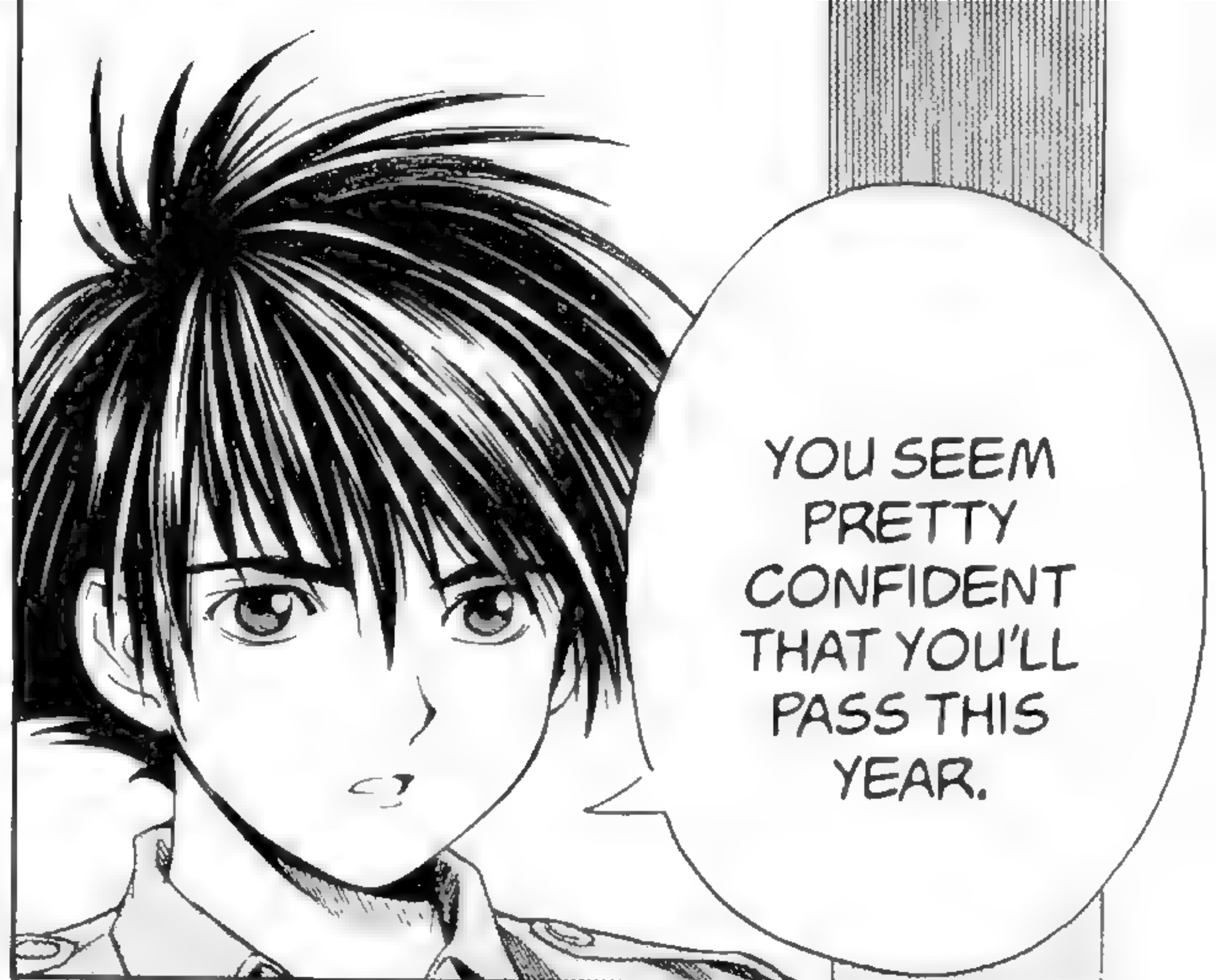




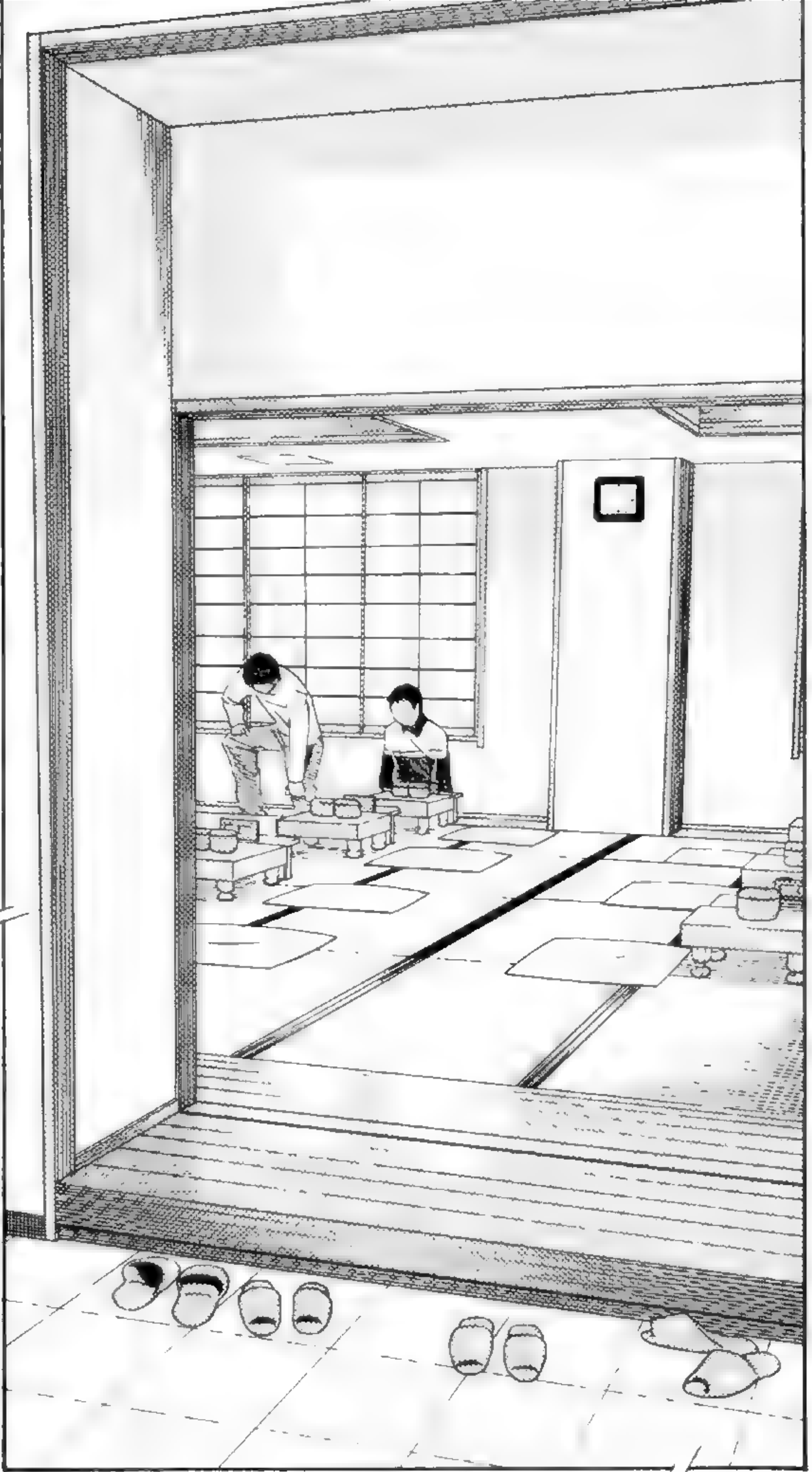








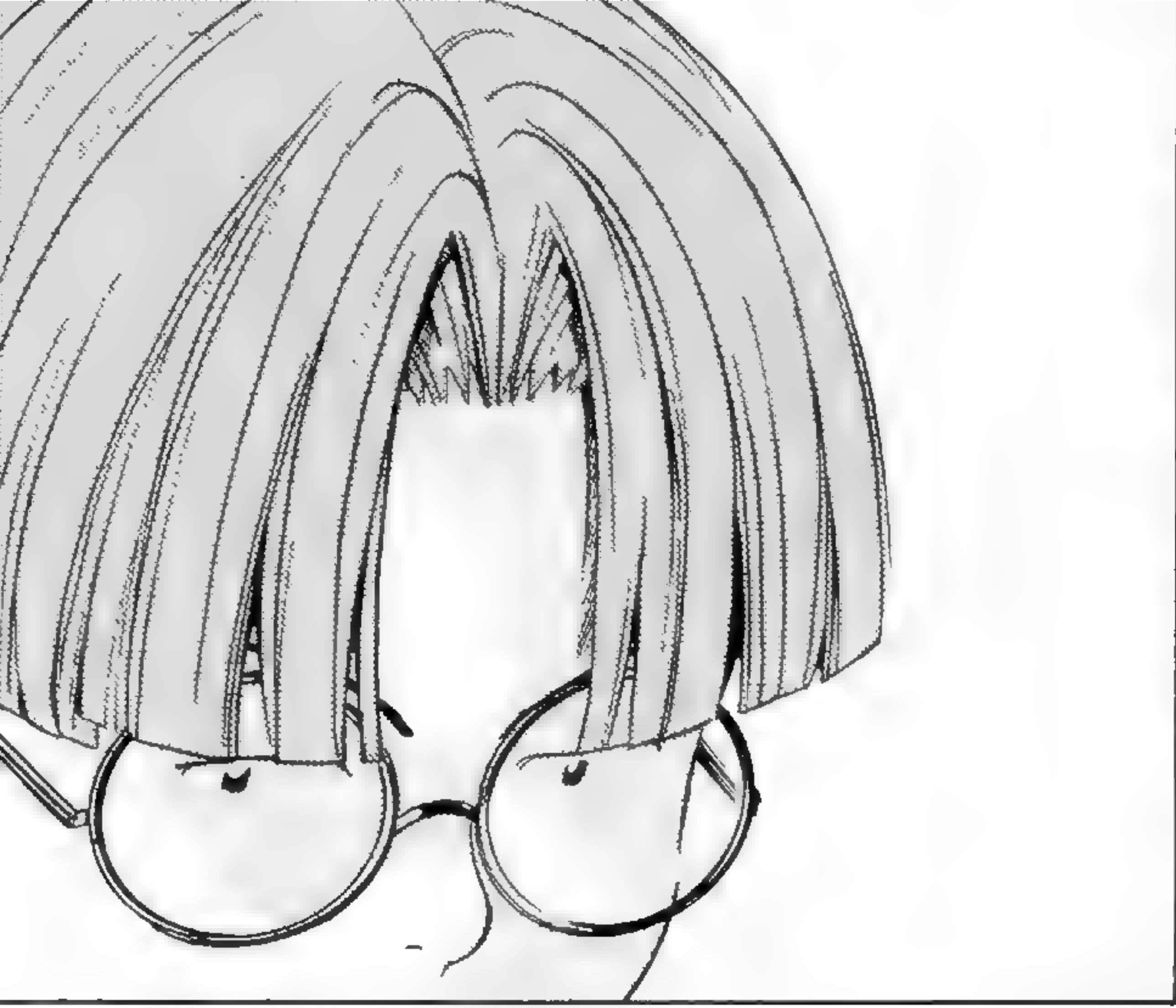




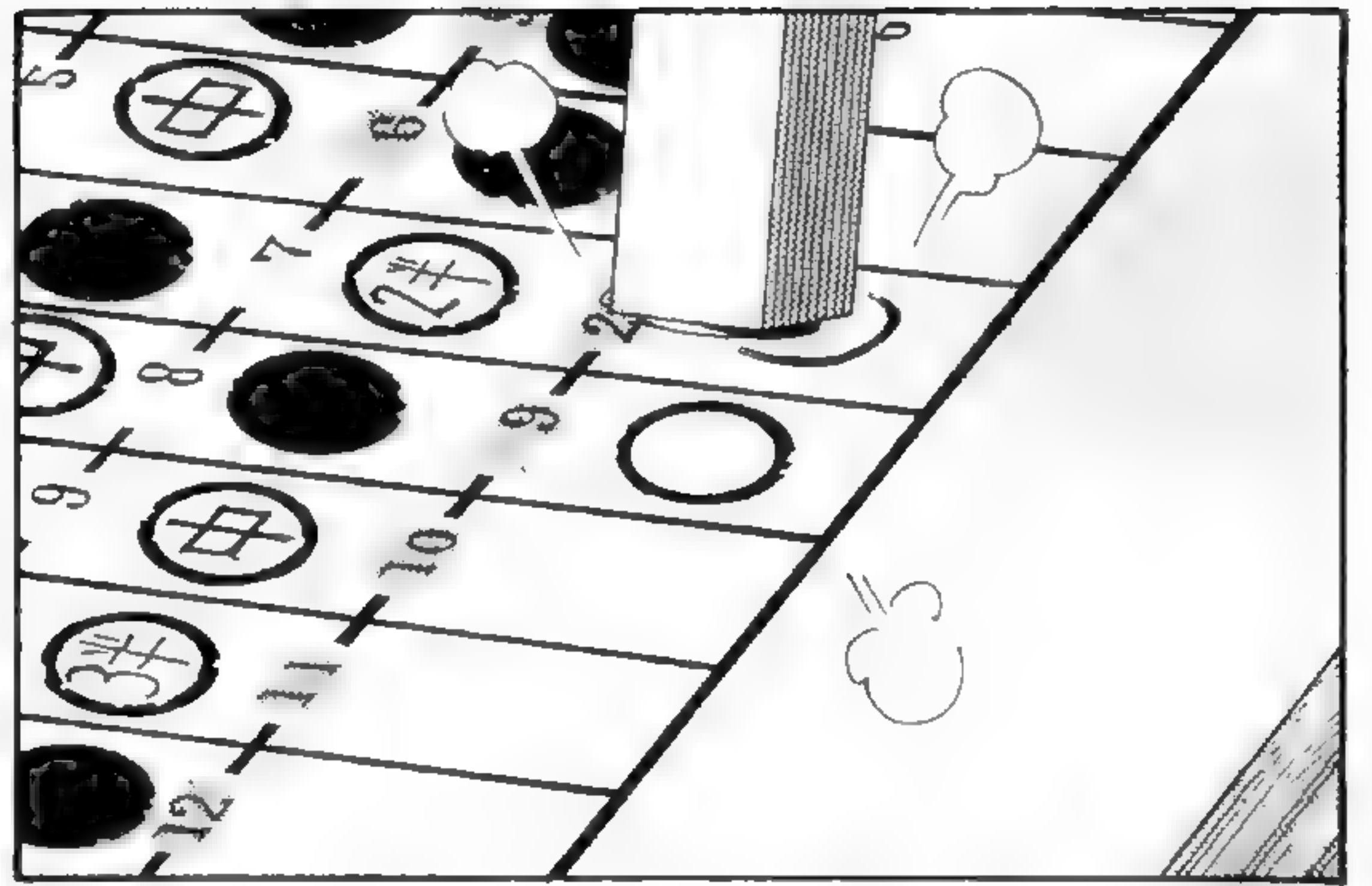




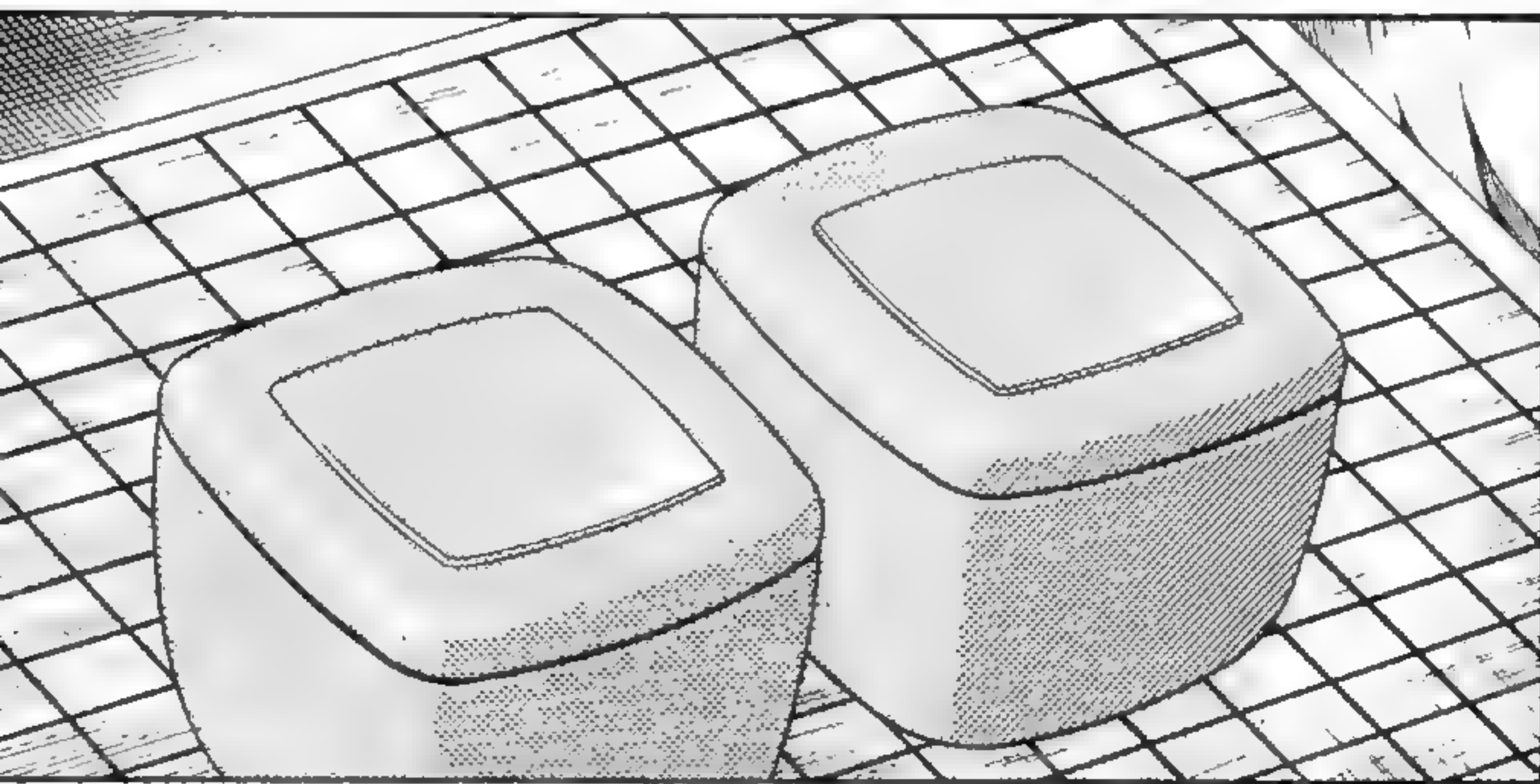
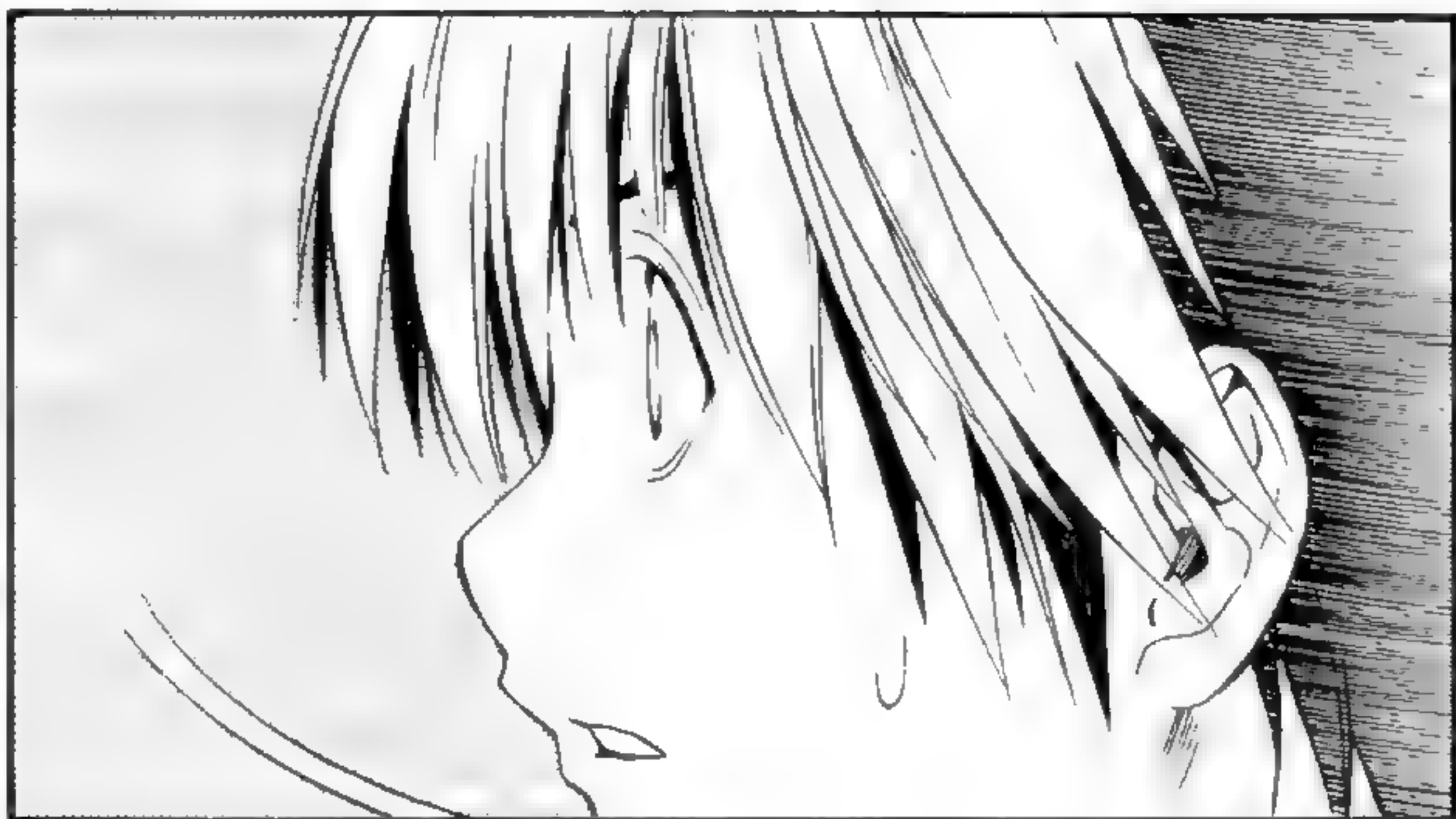
















DARN  
IT!



THEN THE  
GAME GOT  
REALLY  
COMPLI-  
CATED. I  
ENDED UP  
LOSING BY  
2 1/2  
POINTS.



BUT...

I WON.

SO  
HOW'D  
YOU DO?

...ISUMI...



F  
S  
H  
H  
H  
H



...TO  
FUKU.

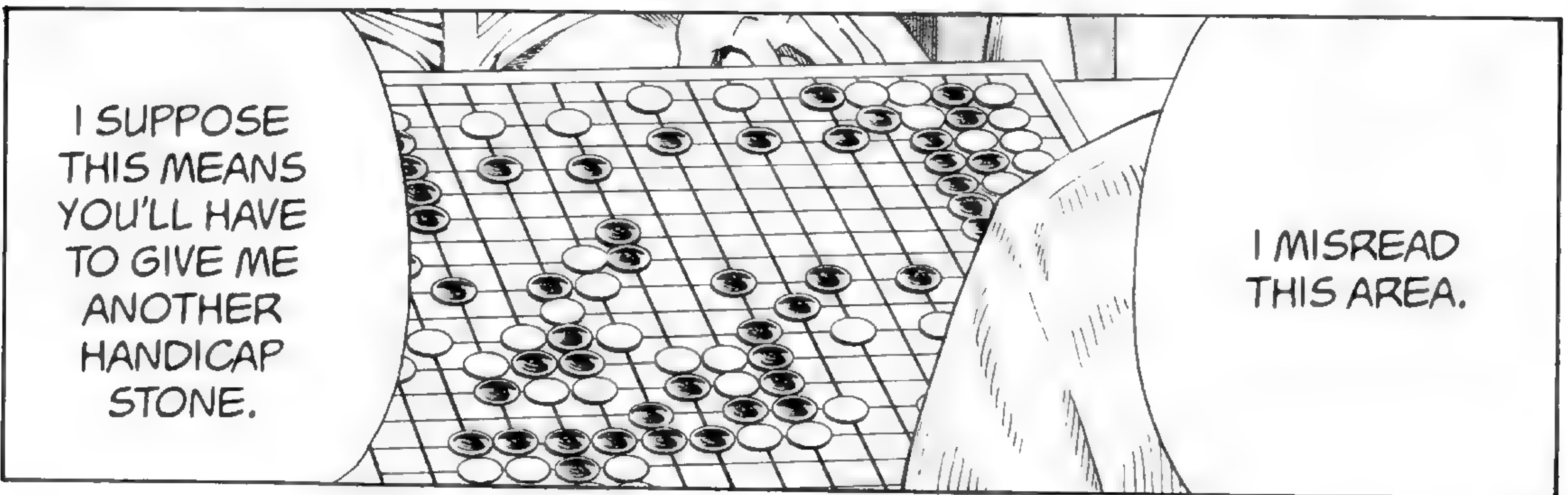
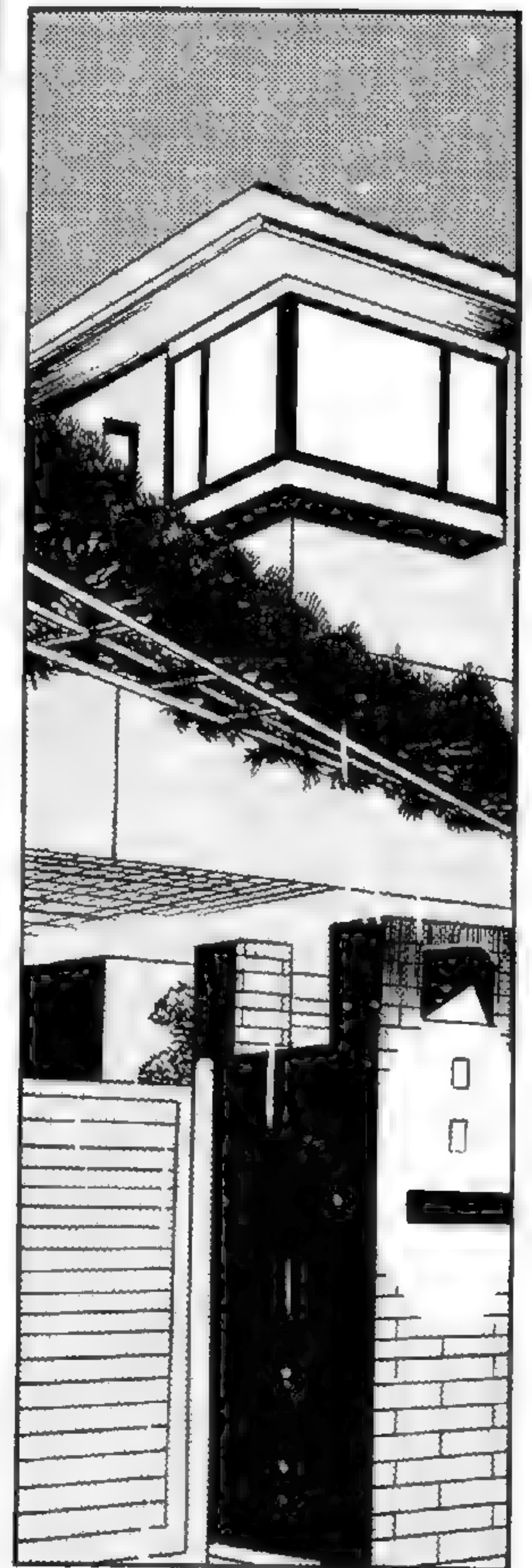
HE LOST  
AGAIN  
TODAY...







I GUESS  
THAT'S  
IT.



I SUPPOSE  
THIS MEANS  
YOU'LL HAVE  
TO GIVE ME  
ANOTHER  
HANDICAP  
STONE.

I MISREAD  
THIS AREA.



NO, IT'S A  
WELCOME  
CHANGE  
OF PACE.

SHFF  
SHFF

BUT YOU'RE  
RIGHT IN THE  
MIDDLE OF THE  
PRO TEST.  
WON'T PLAYING  
AGAINST  
SOMEONE LIKE  
ME DISTURB  
YOUR  
RHYTHM?





TOYA 2 DAN  
WON HIS  
GAME IN THE  
FIRST ROUND  
OF THE  
MEIJIN  
TOURNAMENT.

HAVE YOU  
SEEN THE  
LATEST GO  
WEEKLY?

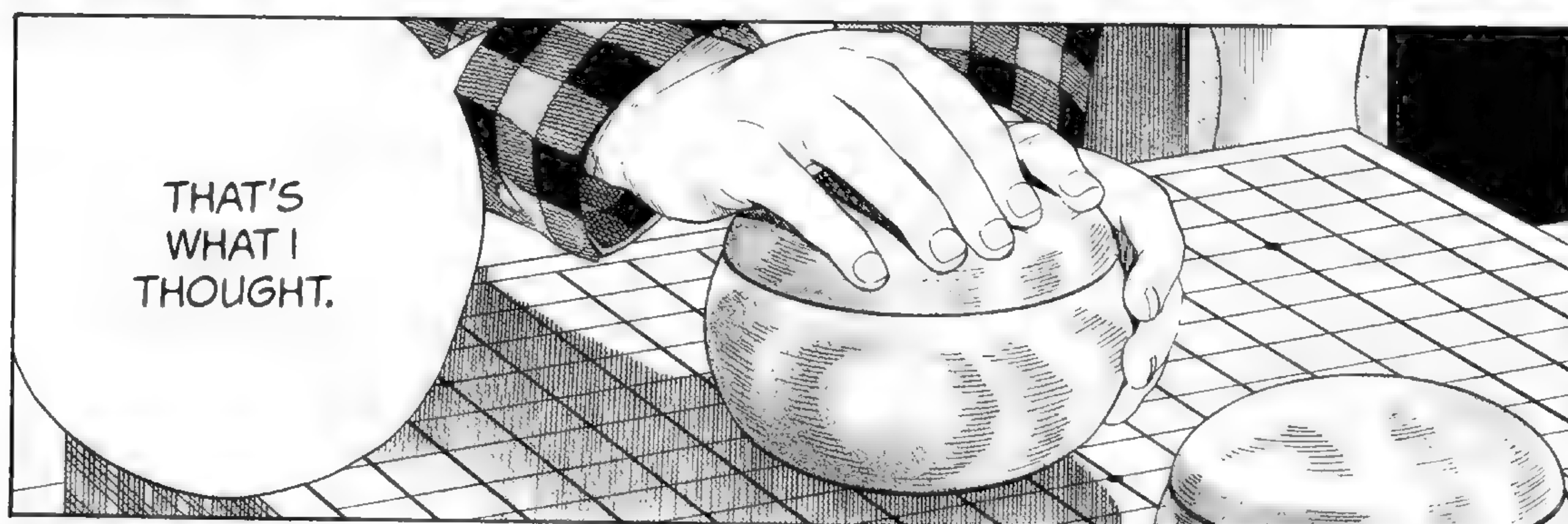
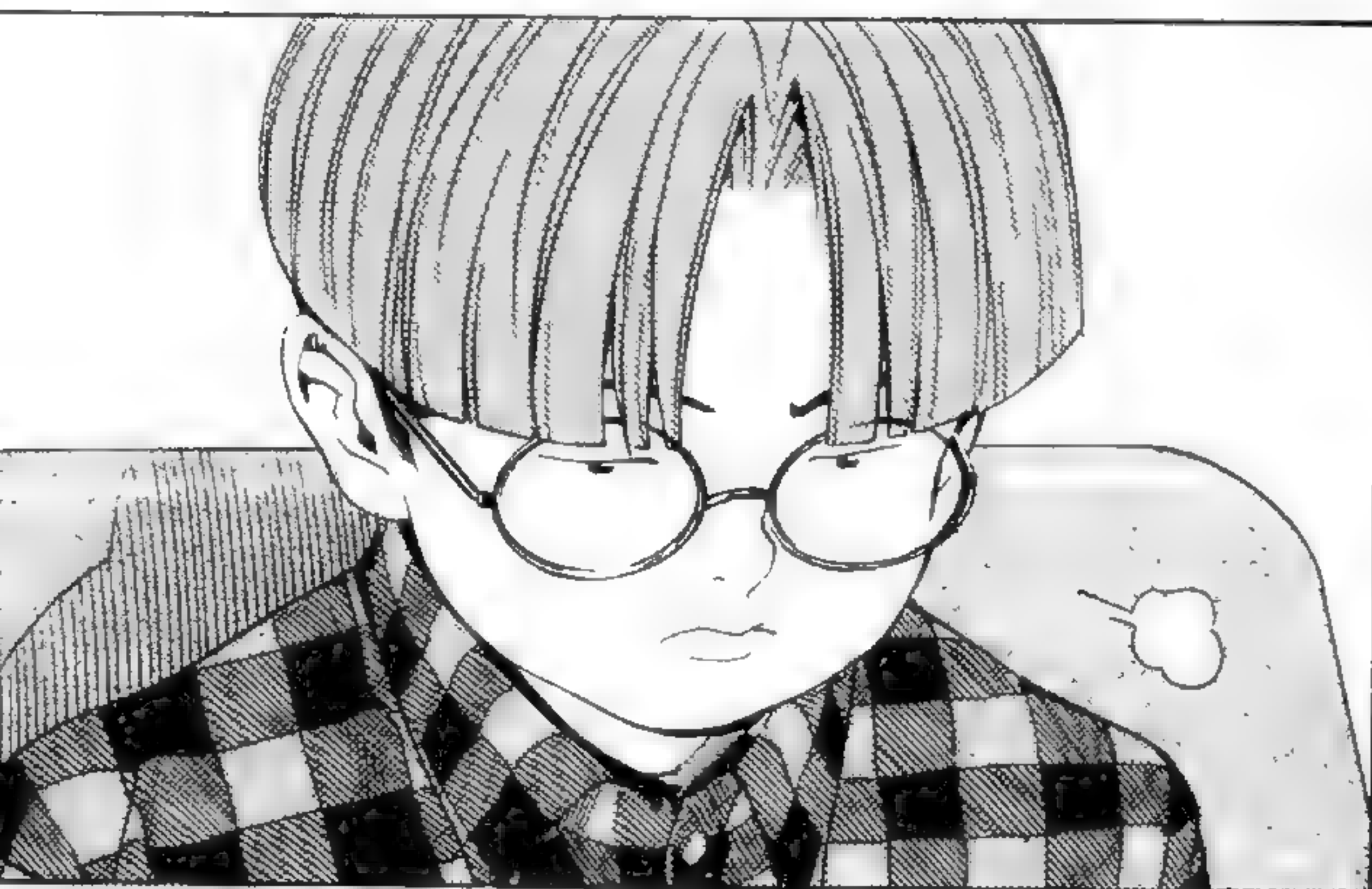


HIS FEET  
HAVEN'T  
TOUCHED THE  
GROUND SINCE  
HE TURNED  
PRO.

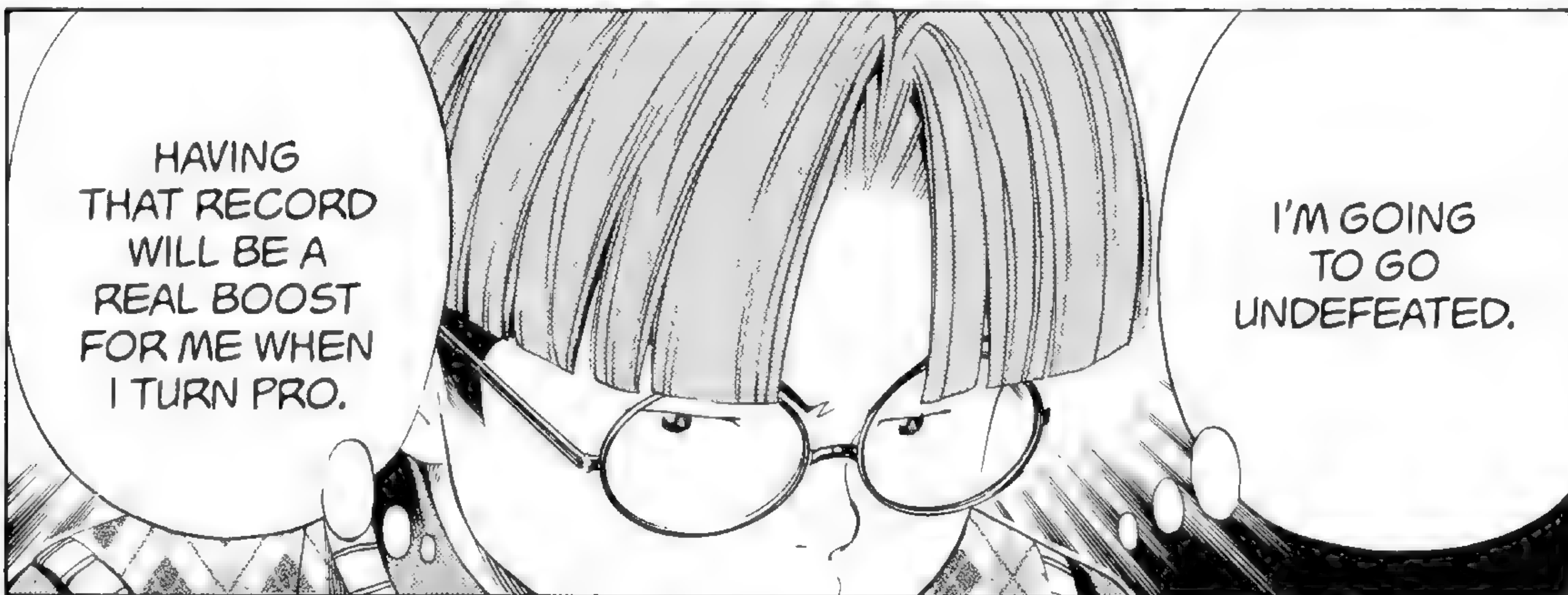
HE ALSO WON  
HIS GAMES IN  
THE SECOND  
ROUNDS OF  
THE HON'INBO  
TOURNAMENT  
AND THE  
FUJITSU CUP.











HAVING  
THAT RECORD  
WILL BE A  
REAL BOOST  
FOR ME WHEN  
I TURN PRO.

I'M GOING  
TO GO  
UNDEFEATED.



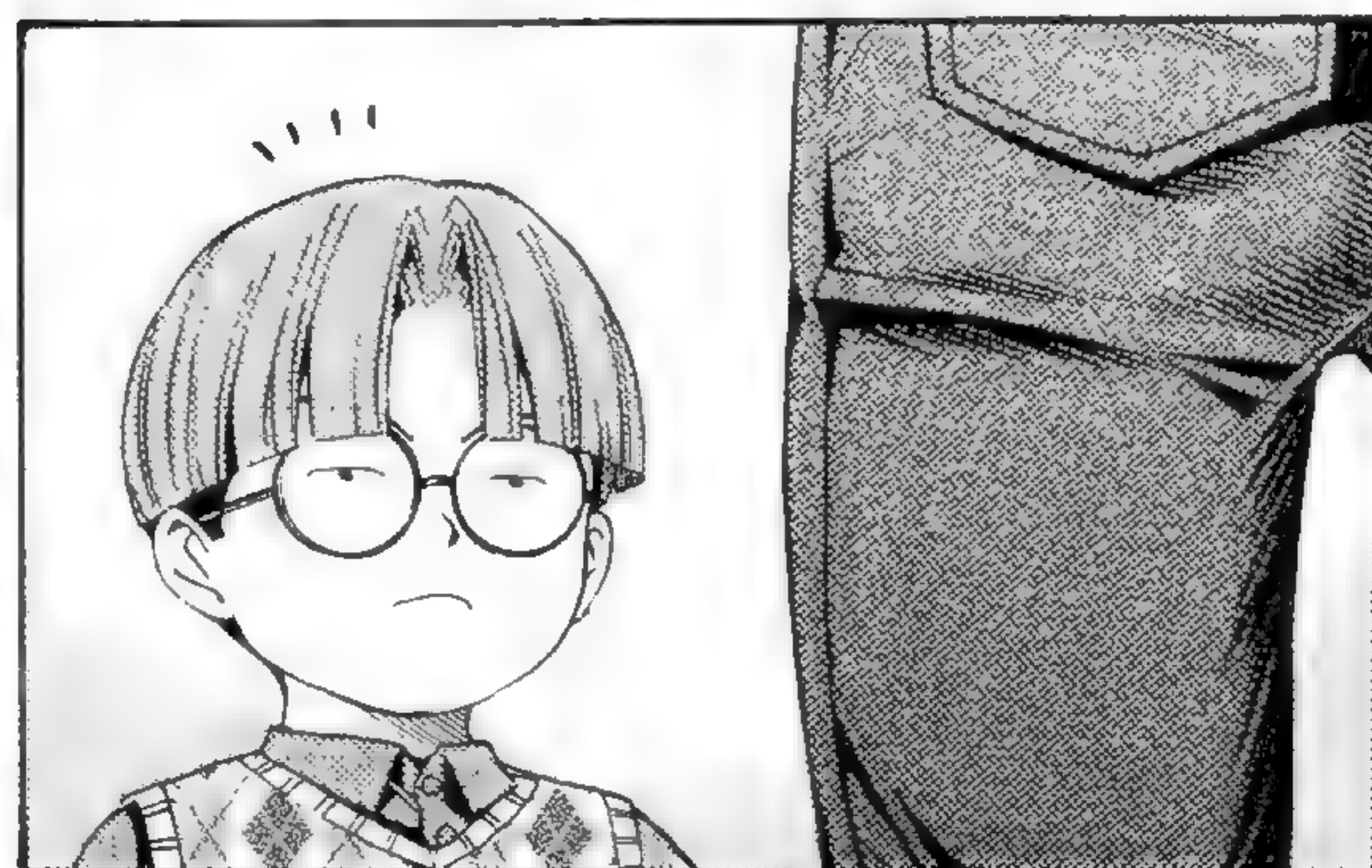
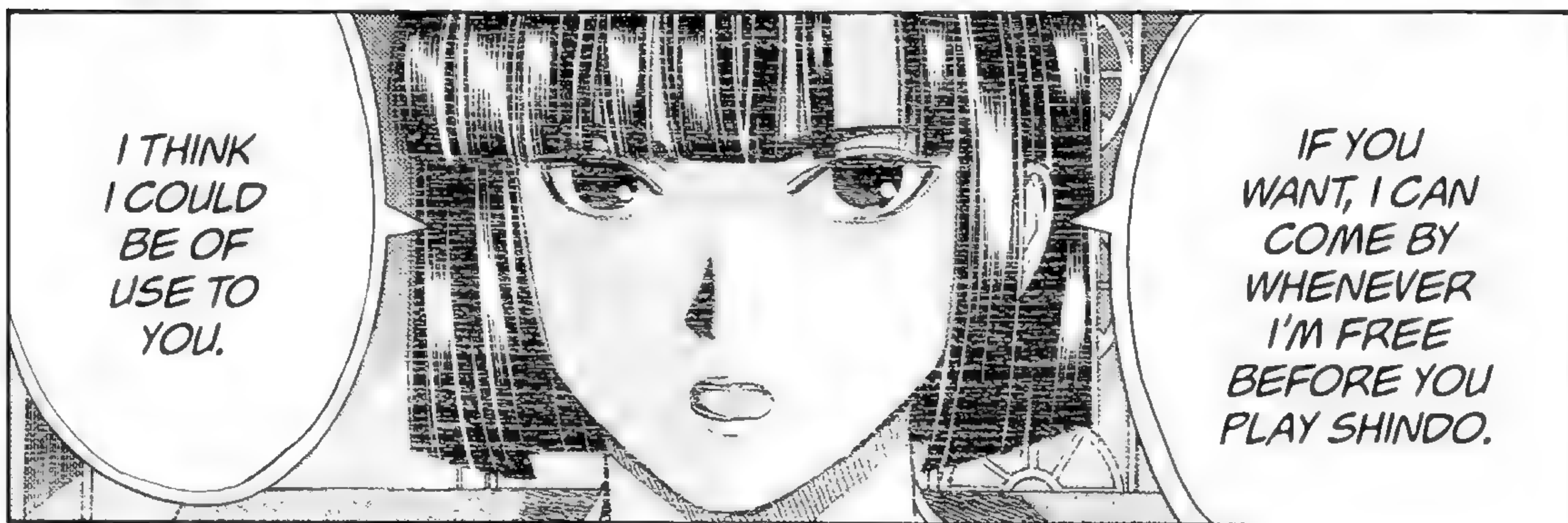
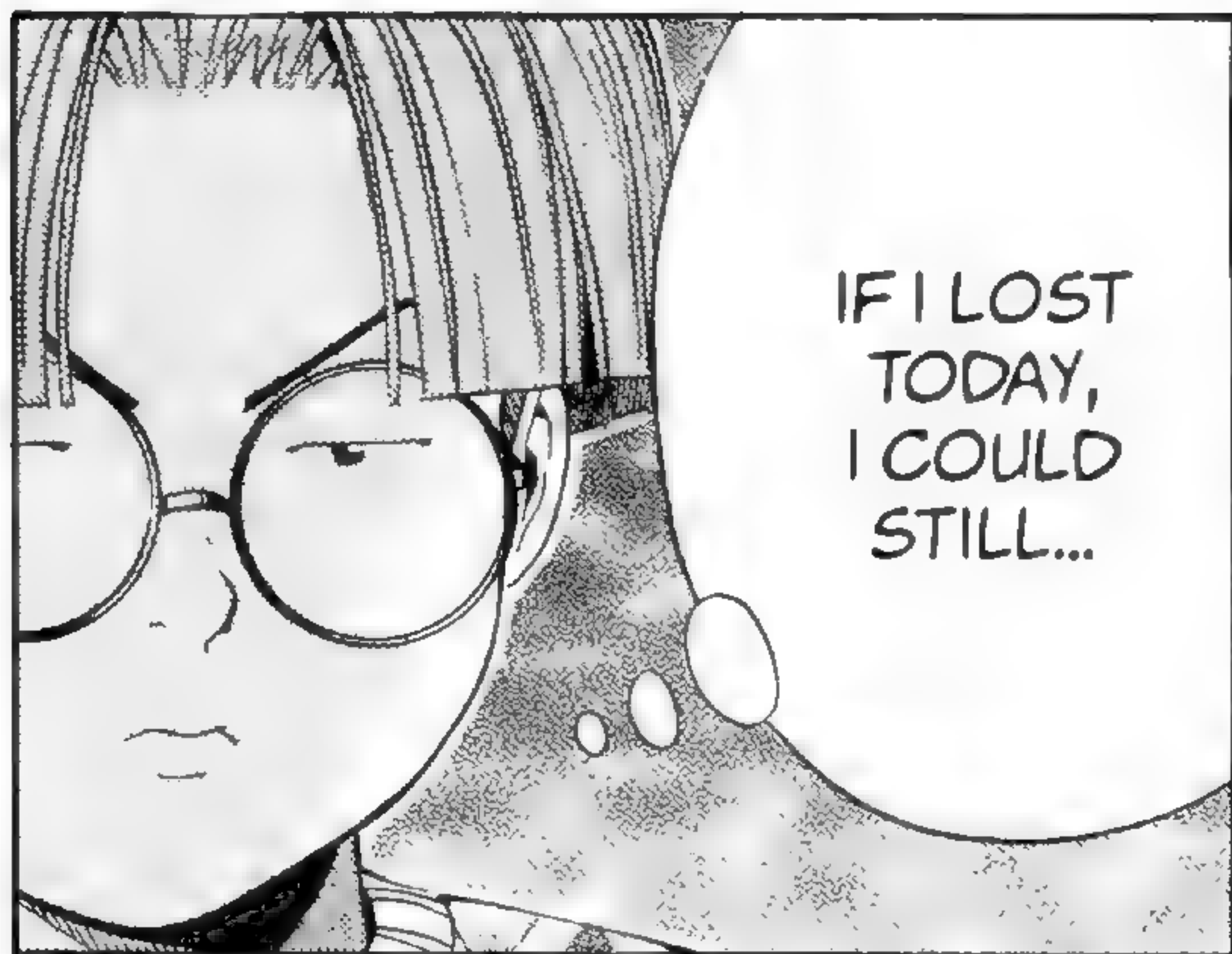
THAT'S  
RIGHT,  
NO  
WORRIES  
AT ALL.

I DON'T  
HAVE  
ANYTHING  
TO  
WORRY  
ABOUT.

AND  
I WON'T  
BE  
BEATEN  
BY THE  
LIKES OF  
SHINDO.

ISUMI  
LOST HIS  
COMPOSURE  
AND IS NO  
LONGER A  
PROBLEM.









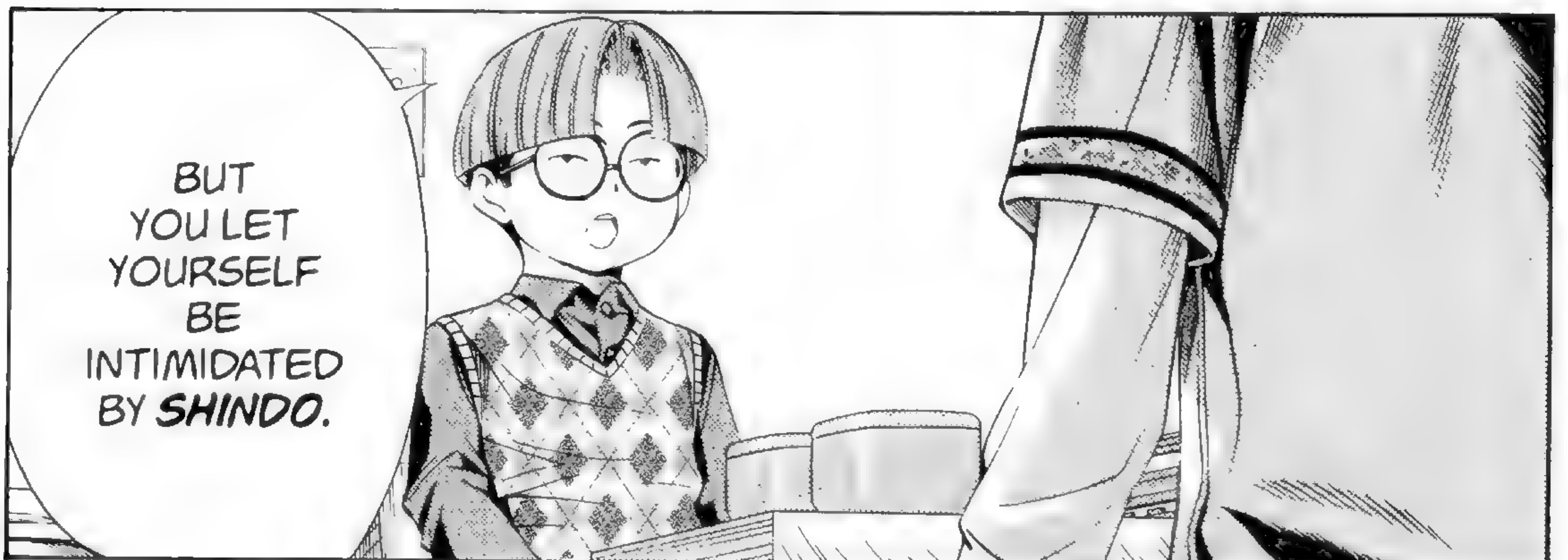
FUKU  
BEAT YOU  
YESTERDAY,  
DIDN'T HE?



I'M DISAP-  
POINTED  
IN YOU.

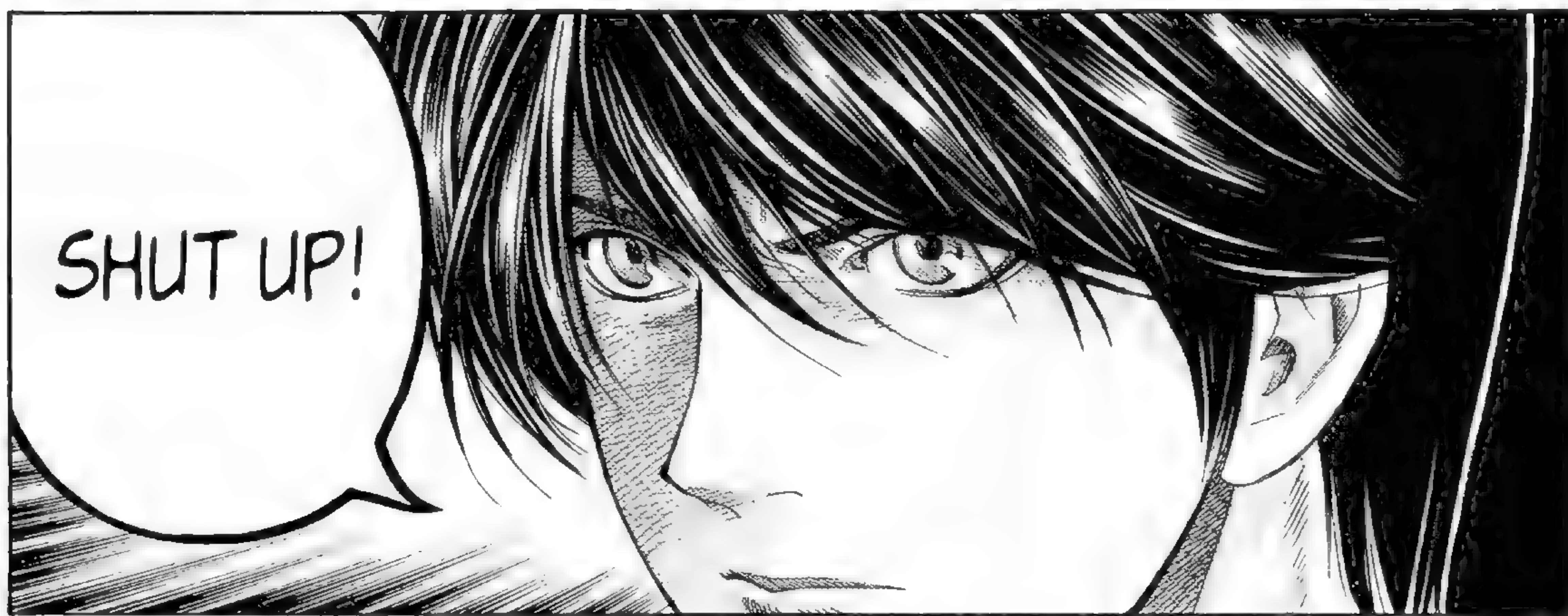
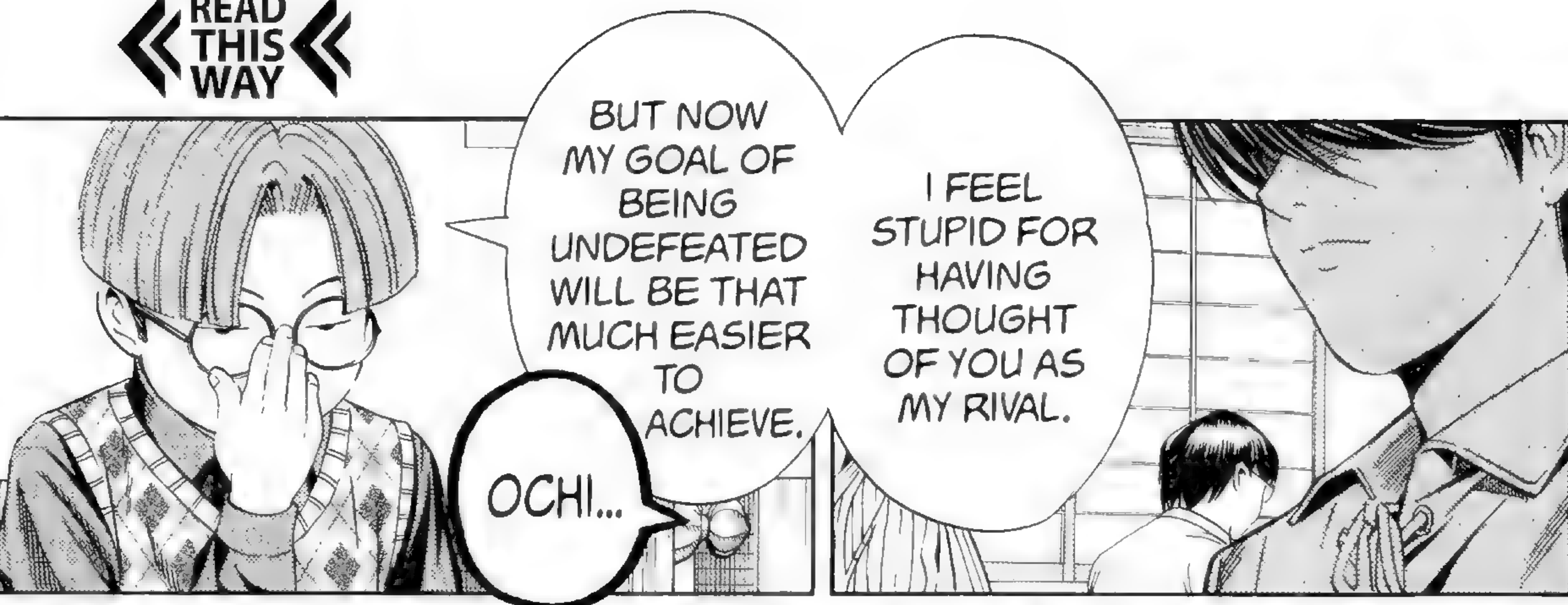


I THOUGHT  
THAT YOU  
WOULD BE THE  
MAIN OBSTACLE  
TO AN  
UNDEFEATED  
RECORD.



BUT  
YOU LET  
YOURSELF  
BE  
INTIMIDATED  
BY **SHINDO**.

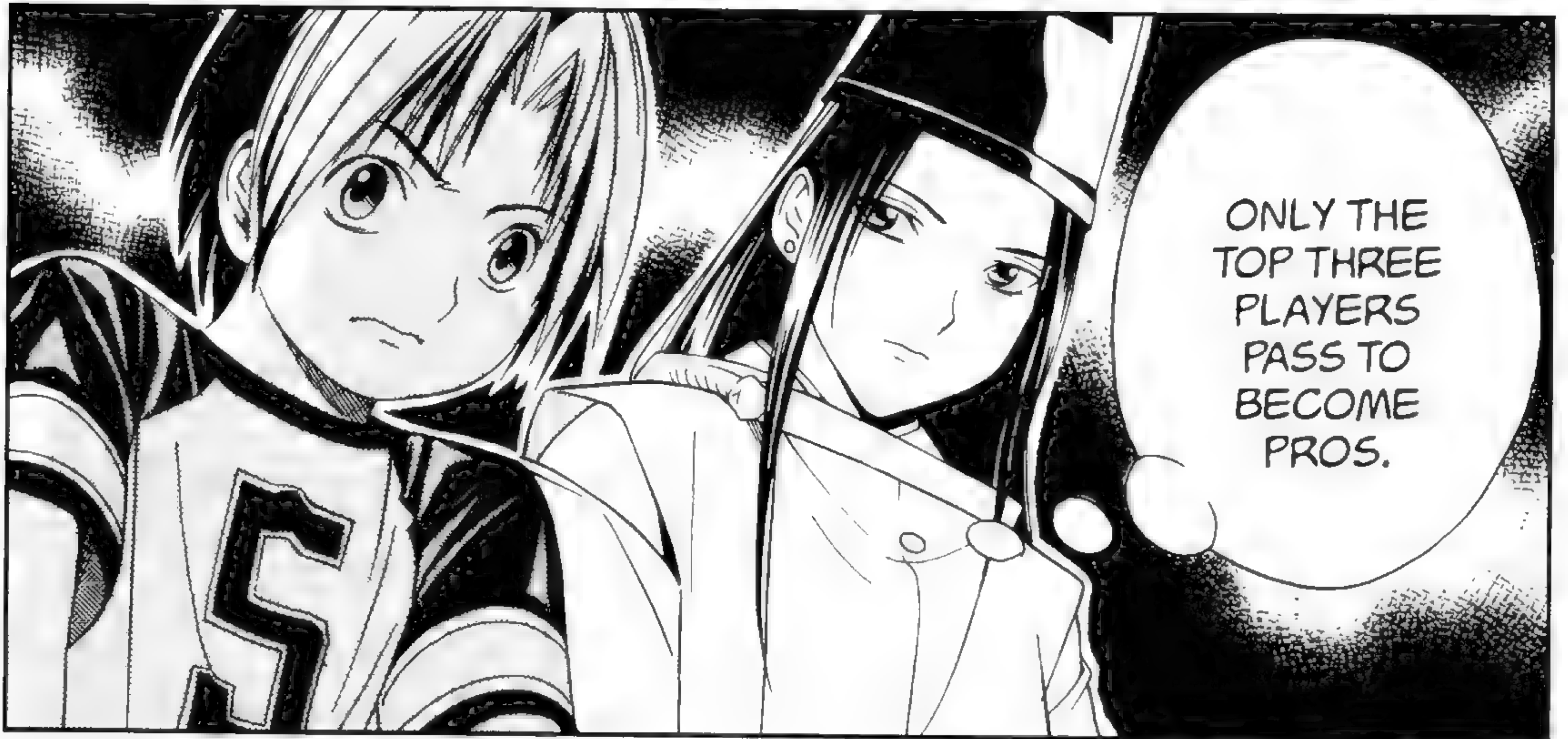






# A WORD ABOUT HIKARU NO GO

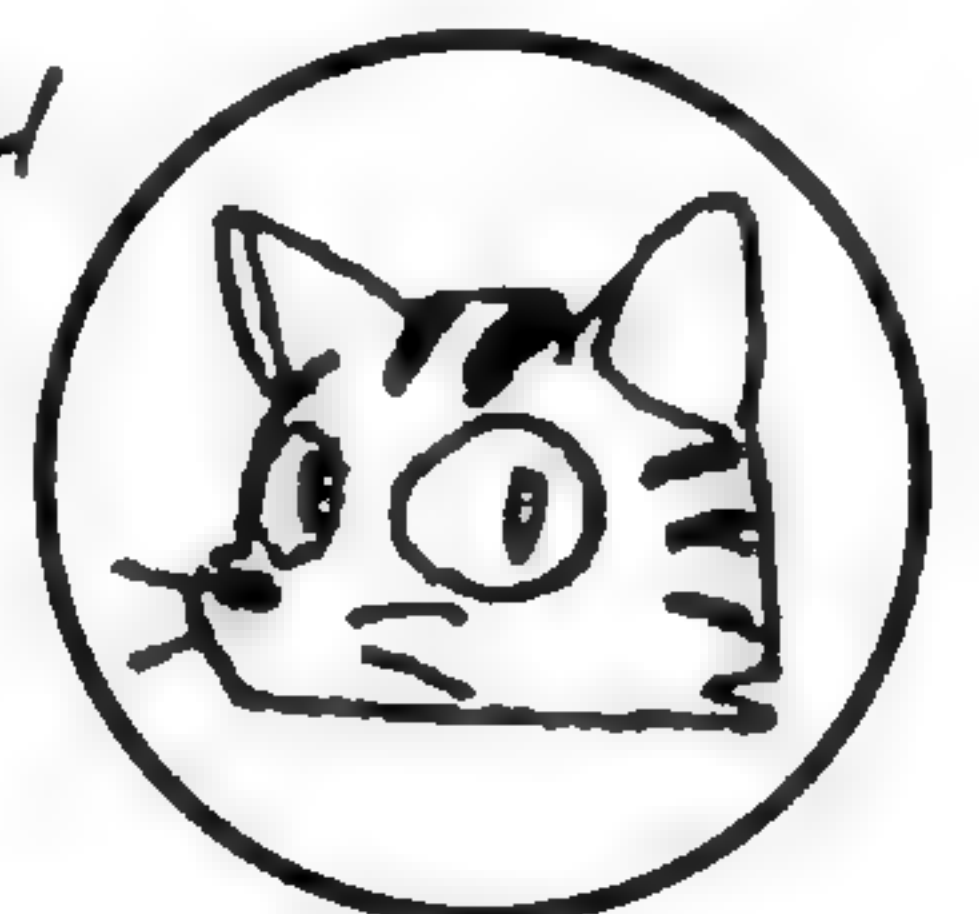
## THE PRO TEST



### THE PRO TEST FOR THE GENERAL BRANCH

BESIDES THE GENERAL BRANCH IN TOKYO, THERE ARE SEVERAL OTHER BRANCHES OF GO ASSOCIATIONS, SUCH AS THE CENTRAL AND WESTERN BRANCHES, THE WOMEN'S DIVISION, AND THE KANSAI KI-IN BRANCH. BUT DESPITE THIS, THERE AREN'T MANY SLOTS ALLOCATED FOR NEW PROFESSIONAL PLAYERS—ONLY ABOUT FOUR SLOTS IN TOTAL.

FOR THE SAKE OF SIMPLICITY, *HIKARU NO GO* DEALS ONLY WITH THE GENERAL BRANCH.

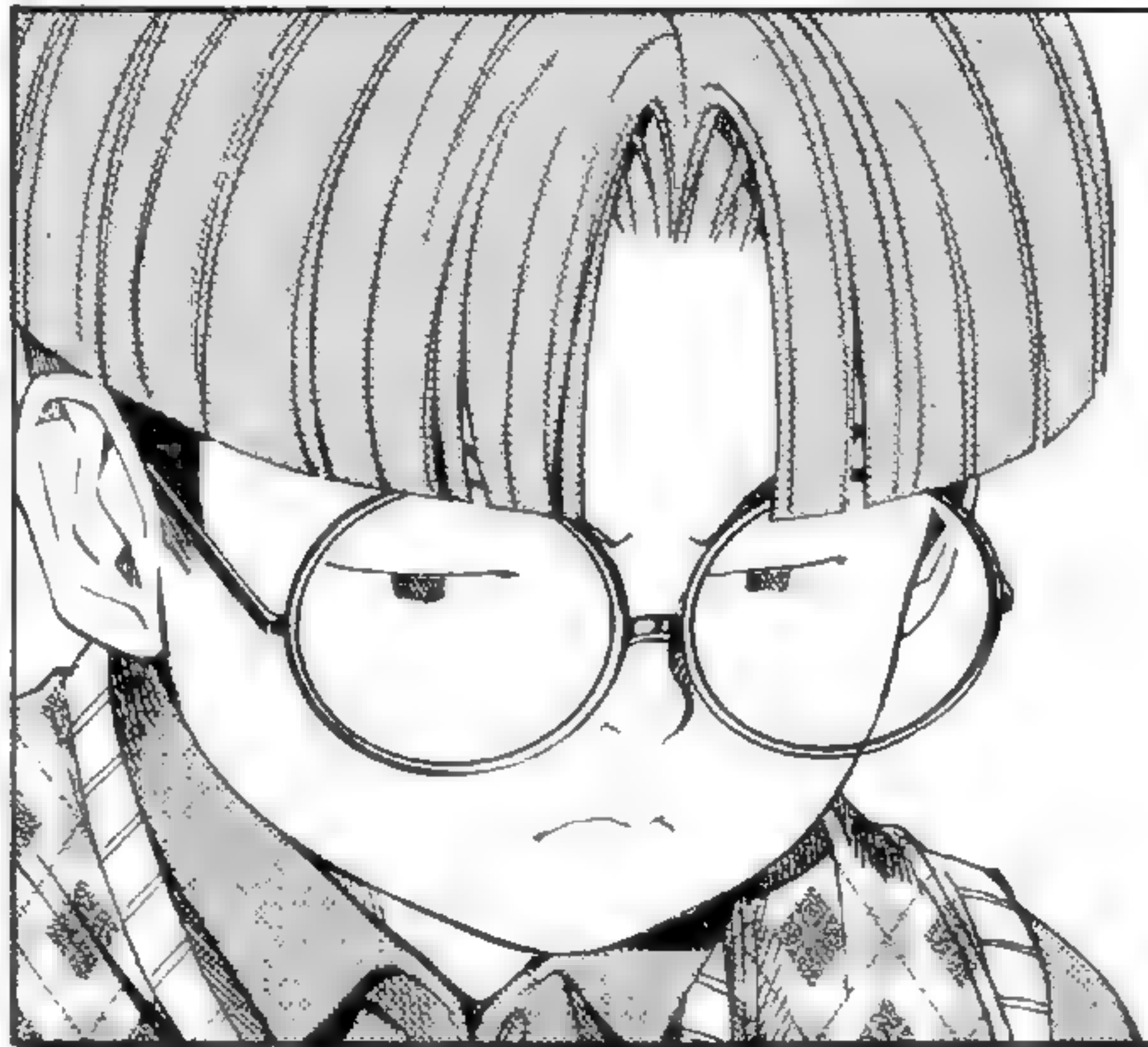
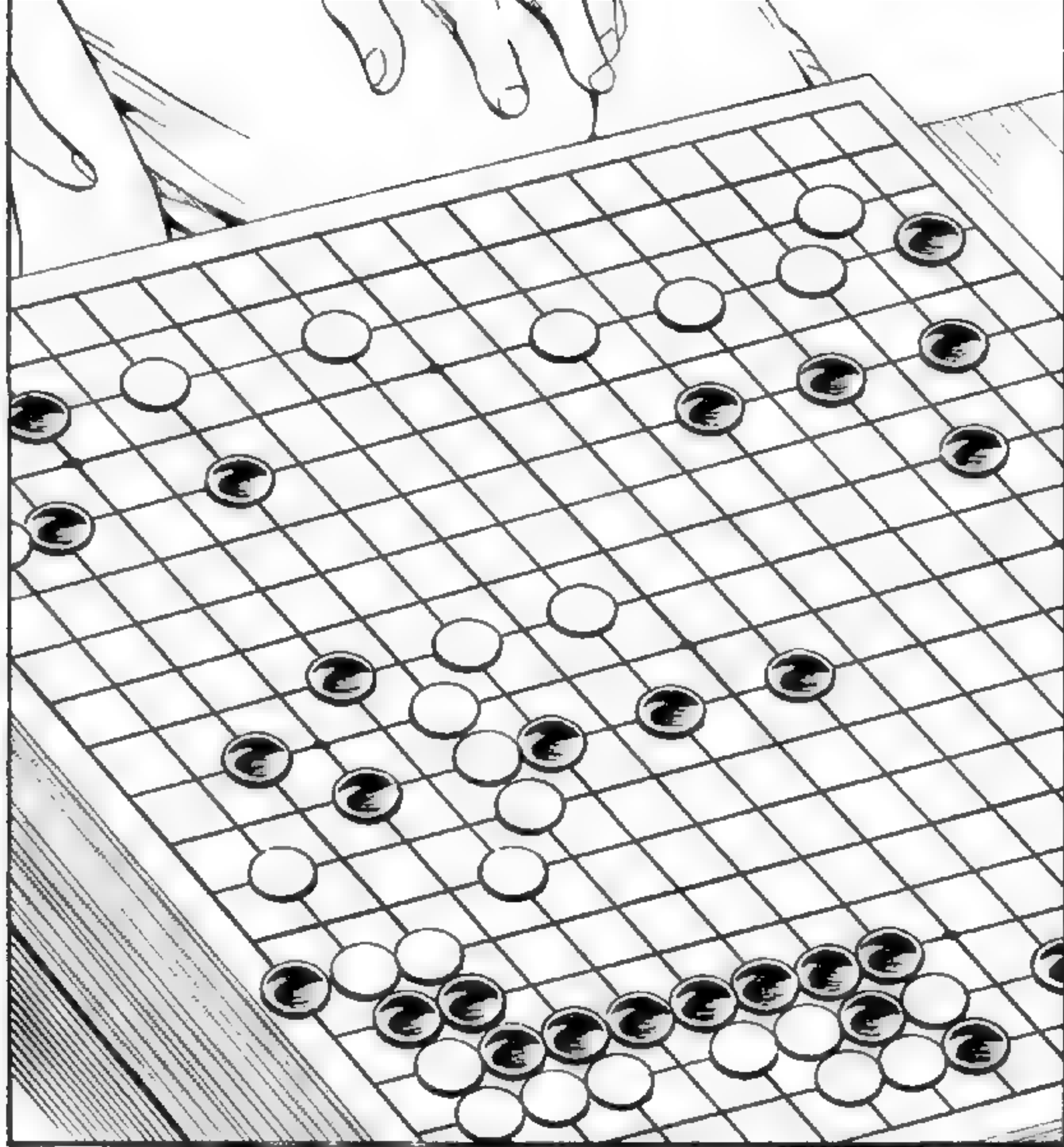






Game 85 "Lifeline"

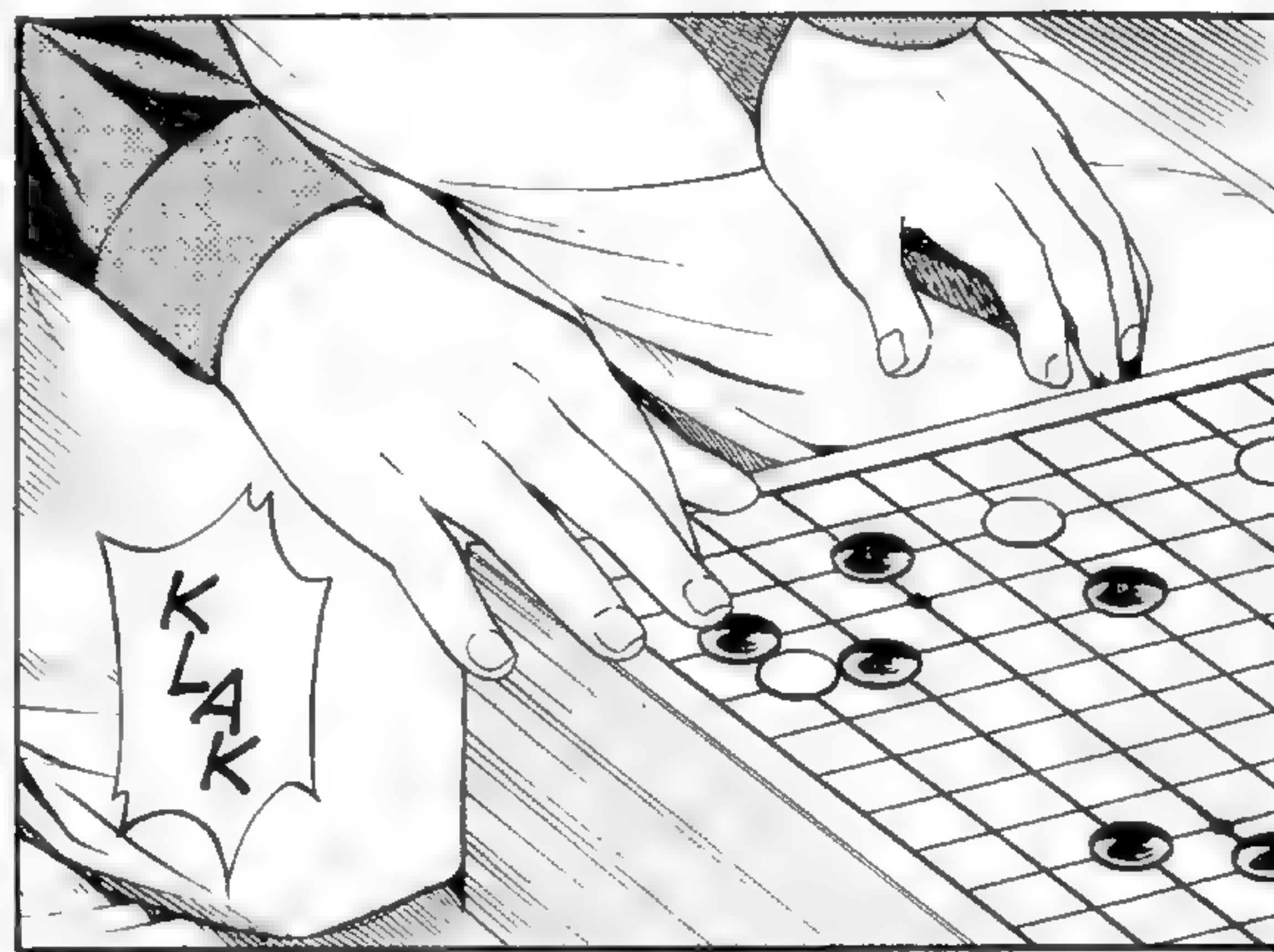




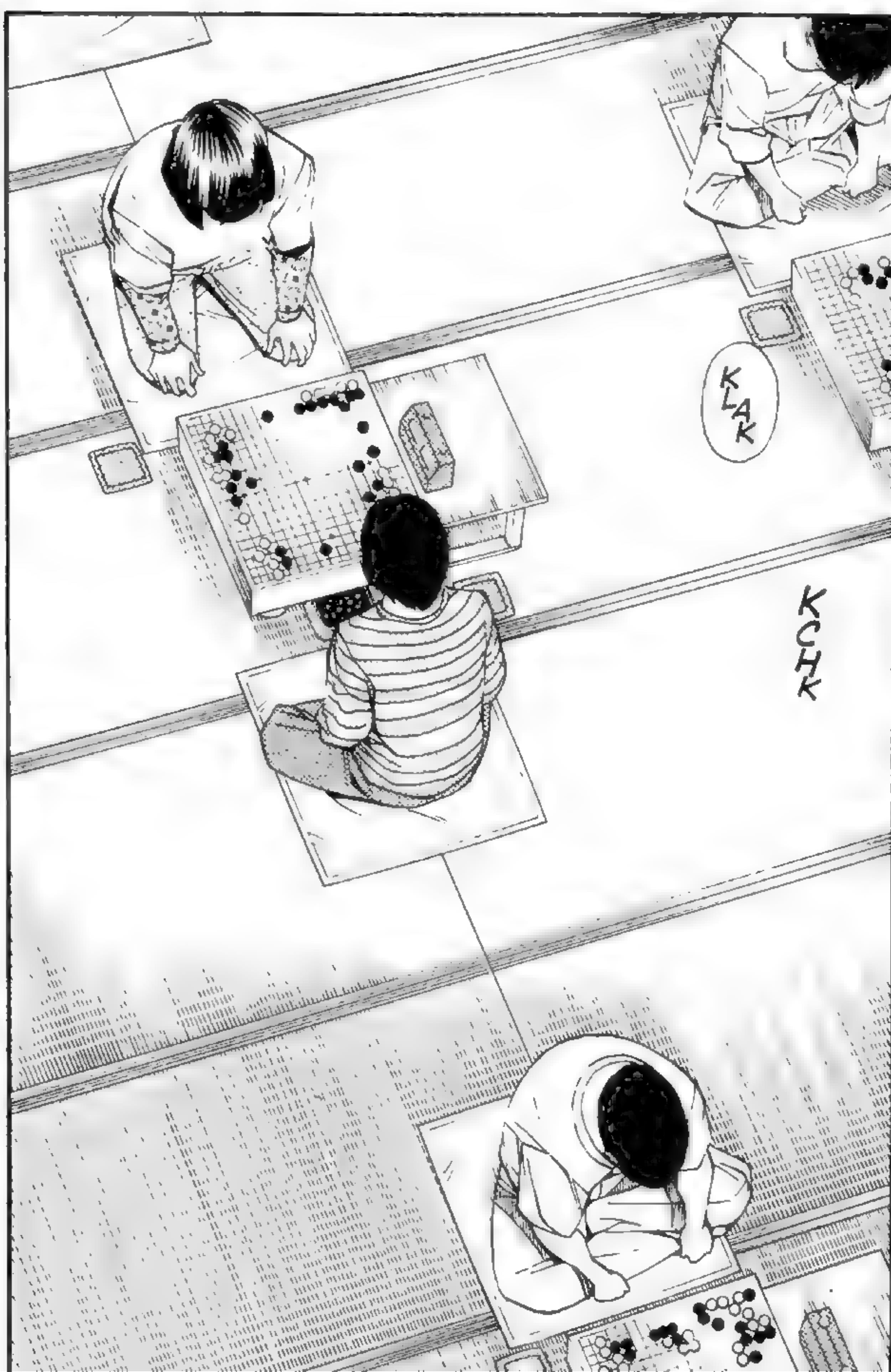
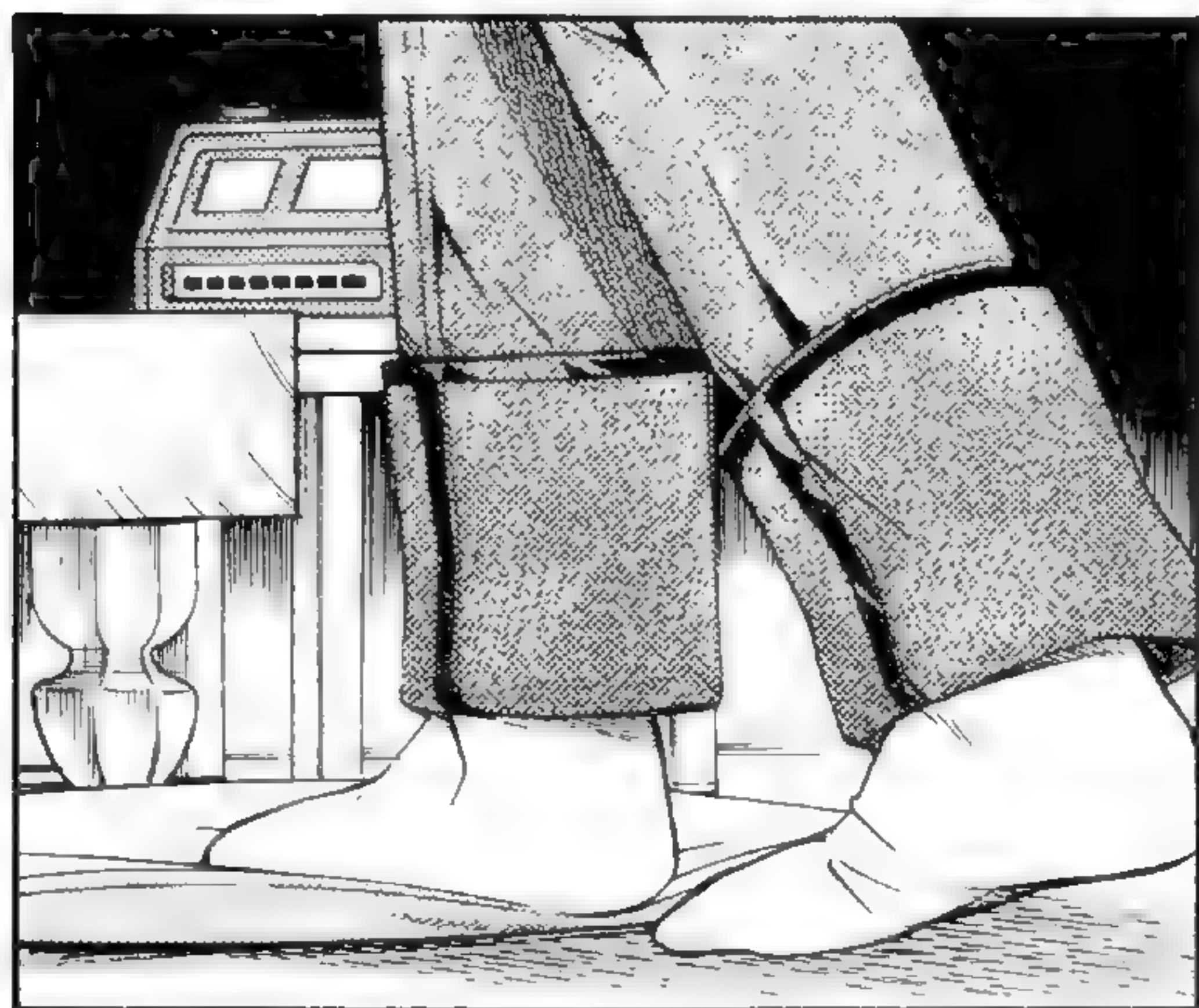
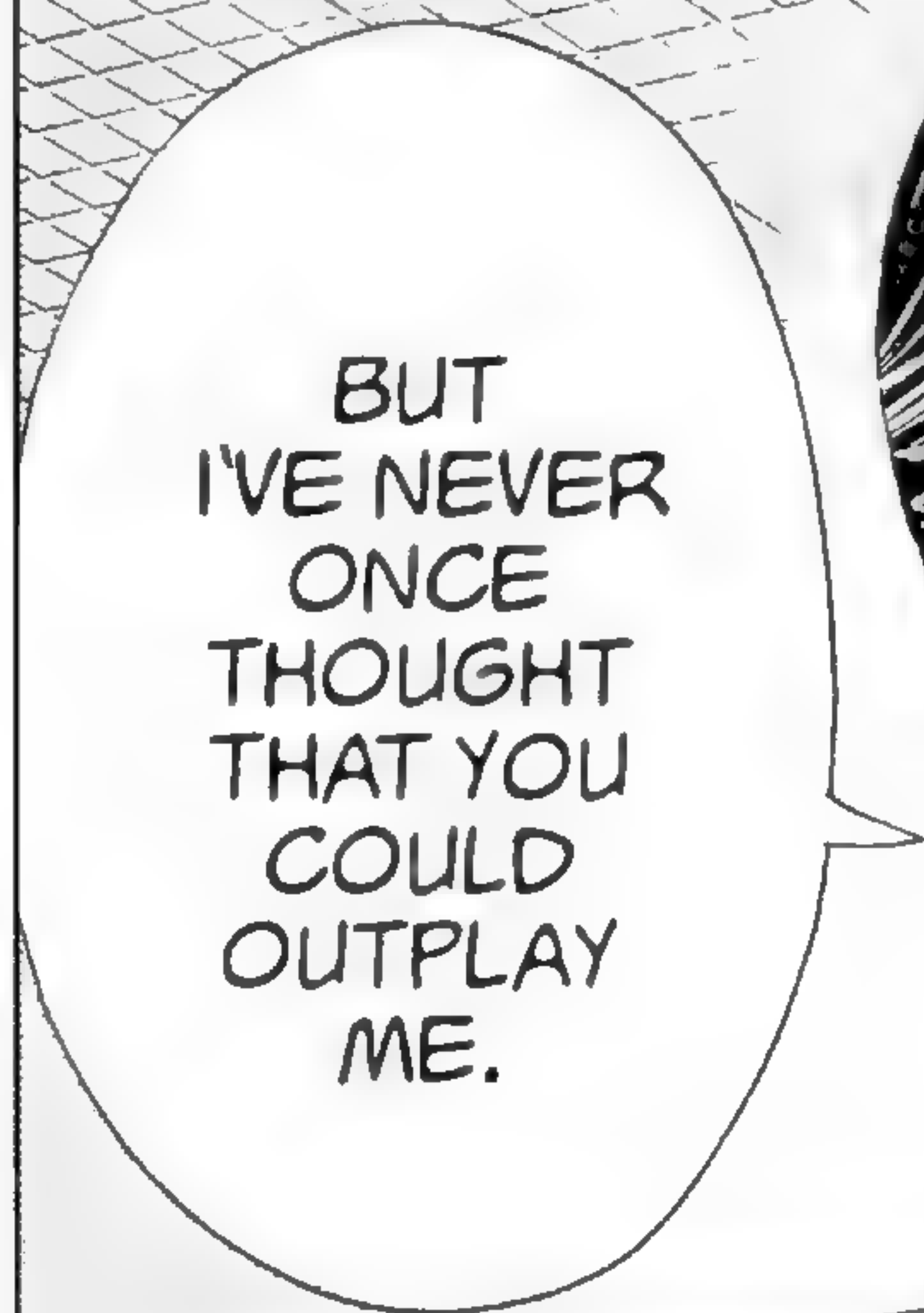
IF ISUMI  
SUCCEEDS  
IN GETTING  
ME HERE, THE  
BALANCE WILL  
IMMEDIATELY  
SHIFT IN HIS  
FAVOR.

SO HE'S  
REALLY  
GOING  
FOR IT.

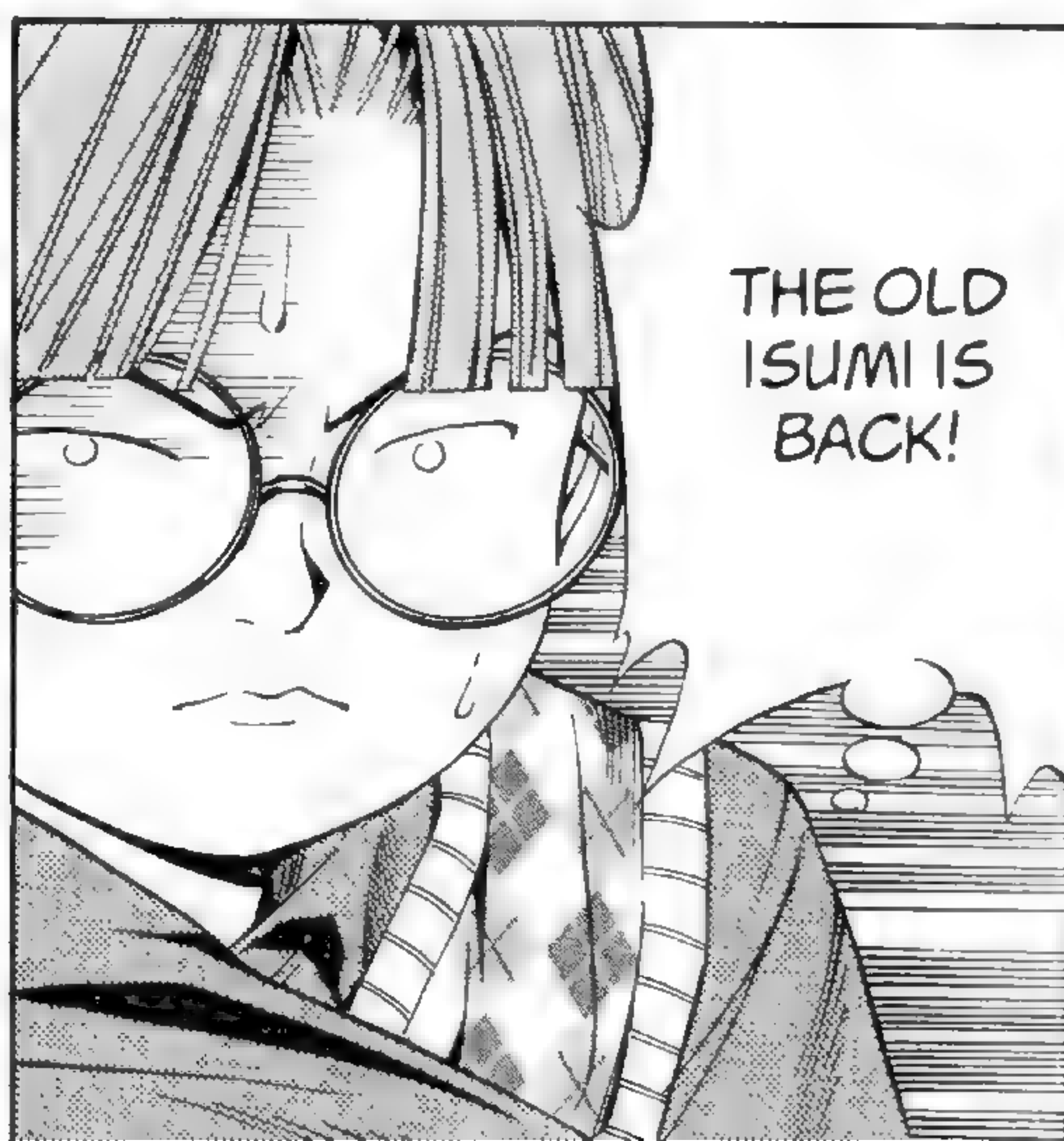
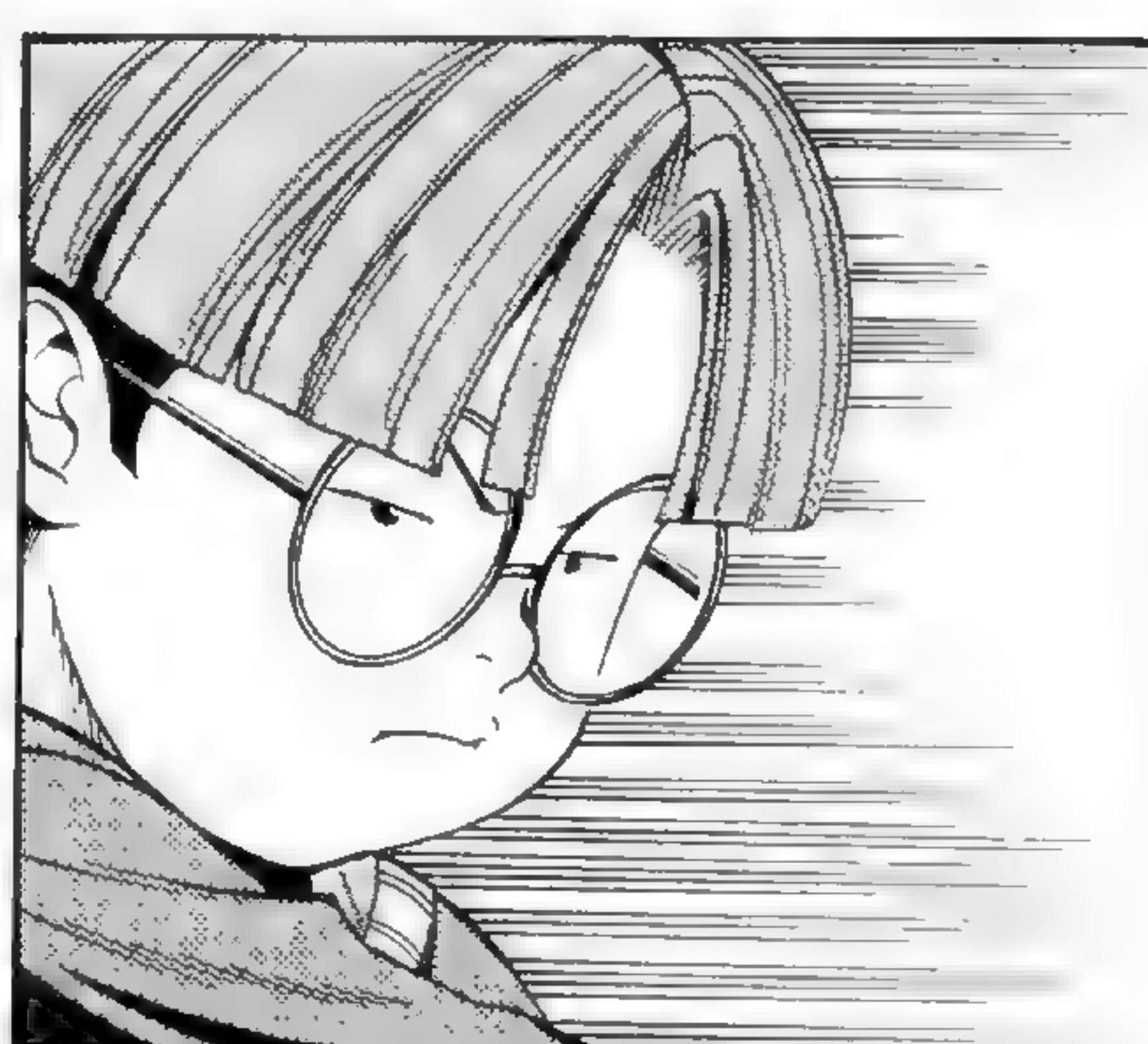
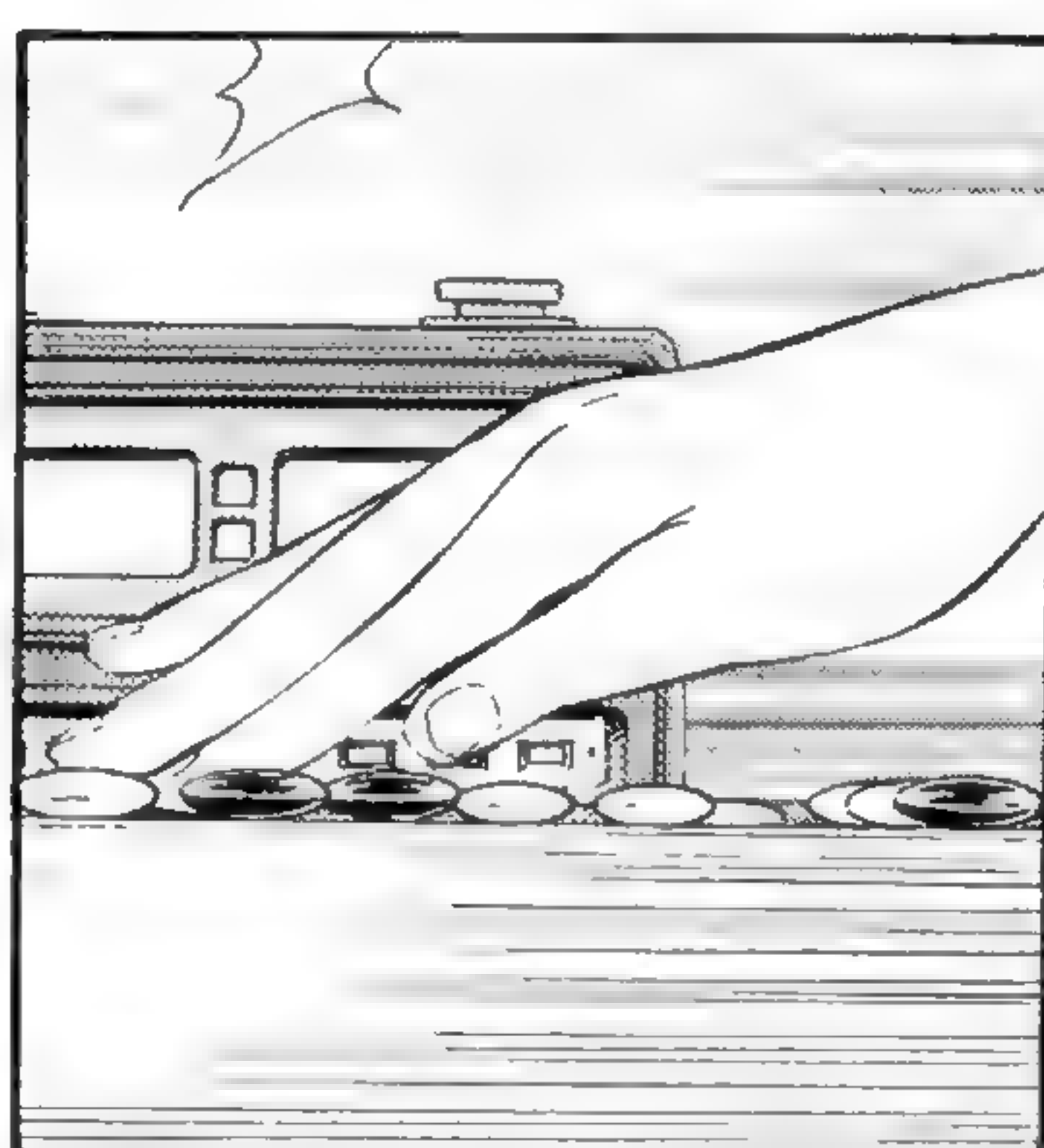
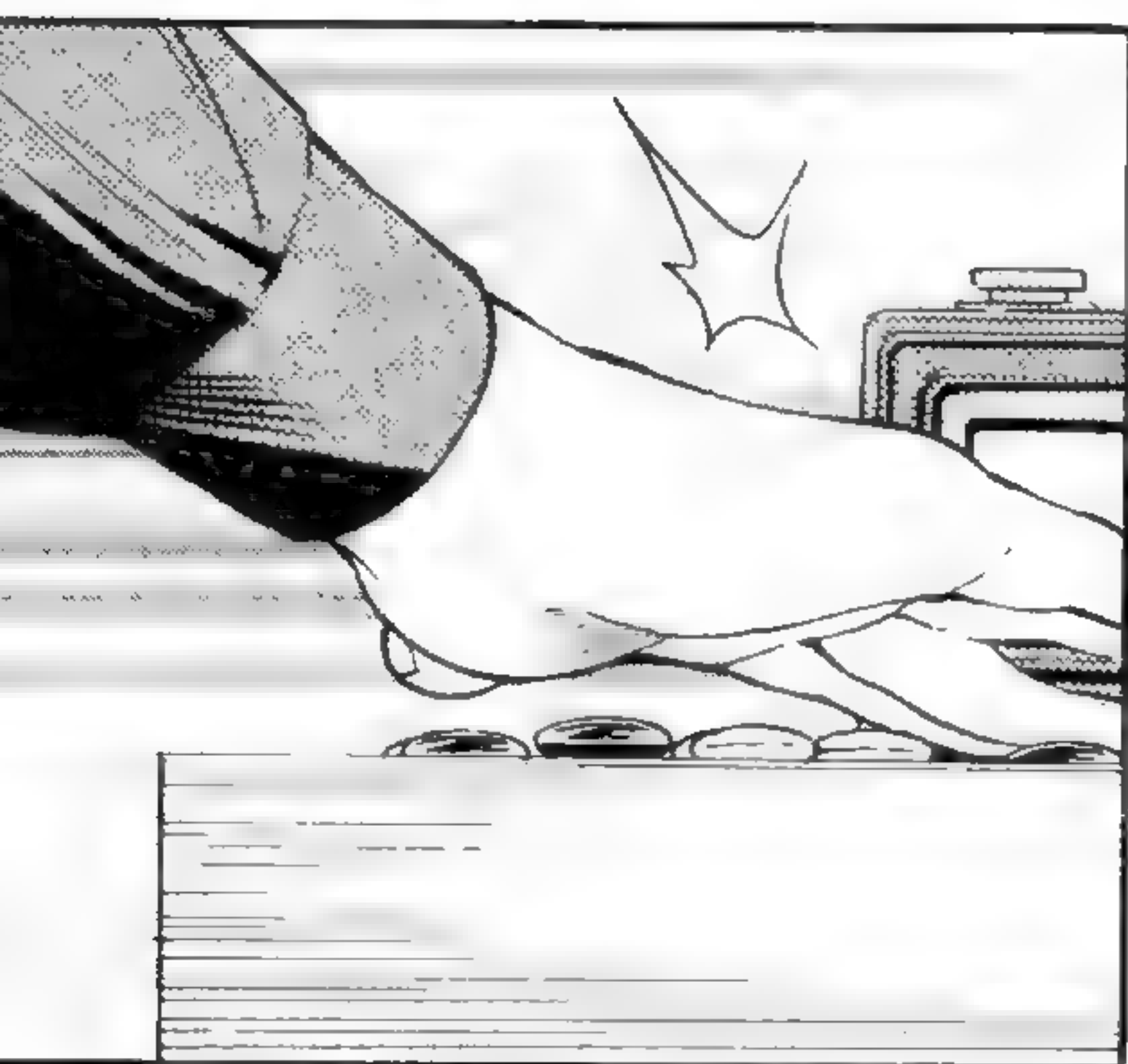




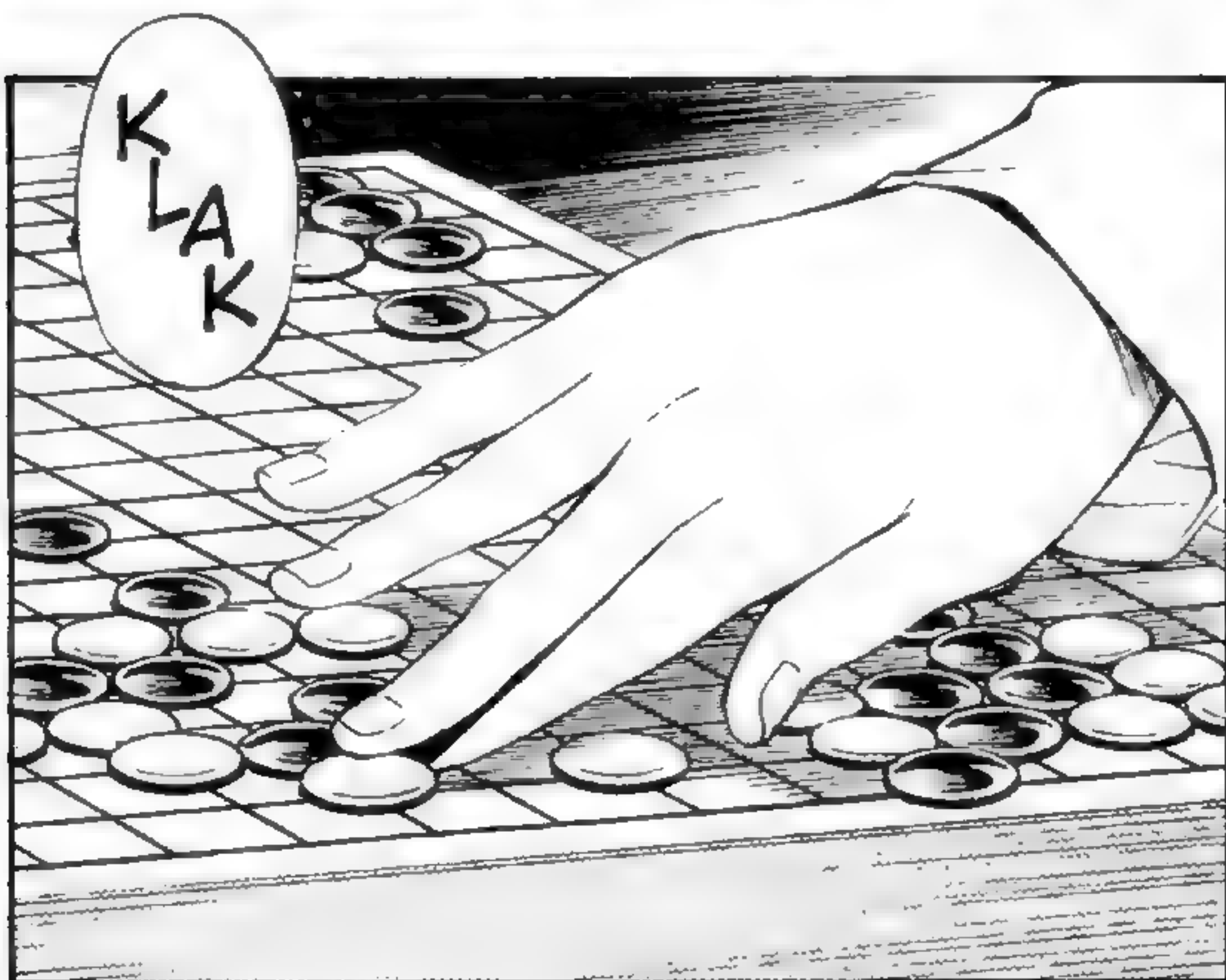








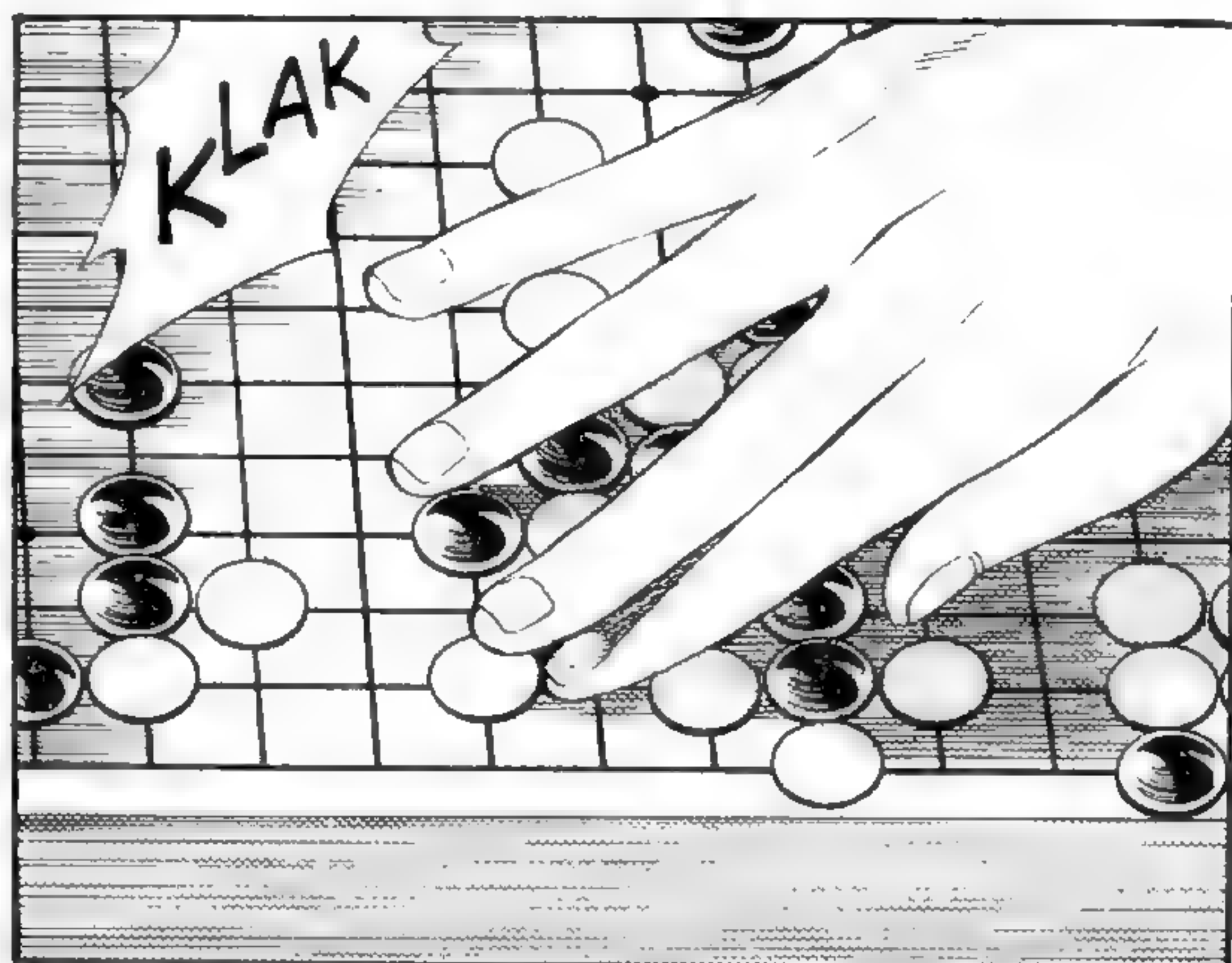
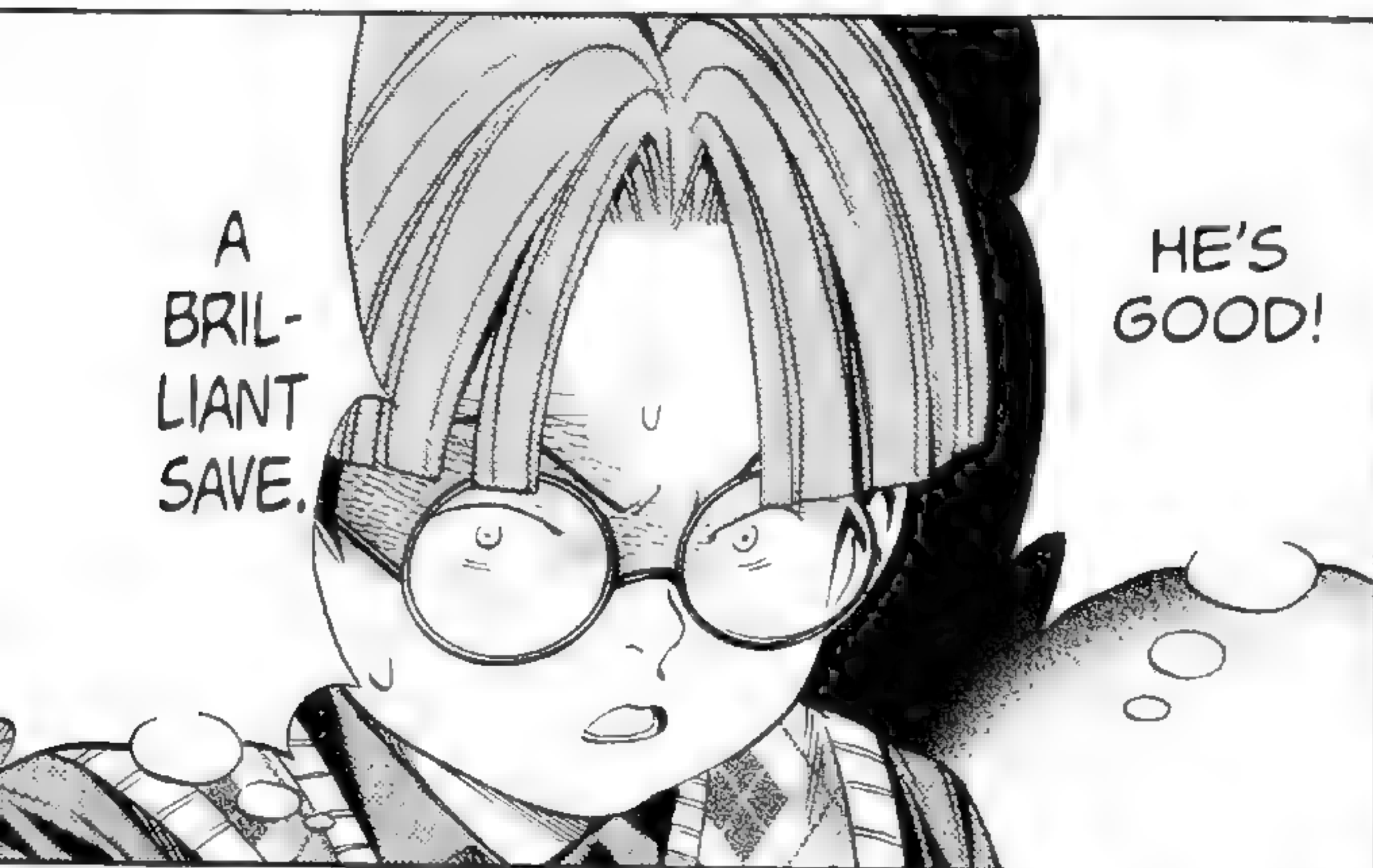




\*"To make life" is to save one's stones.











ARGH!  
I'M LOSING  
BIG ON  
THE RIGHT  
SIDE!

NOW  
WHITE  
CAN'T BE  
CUT OFF.



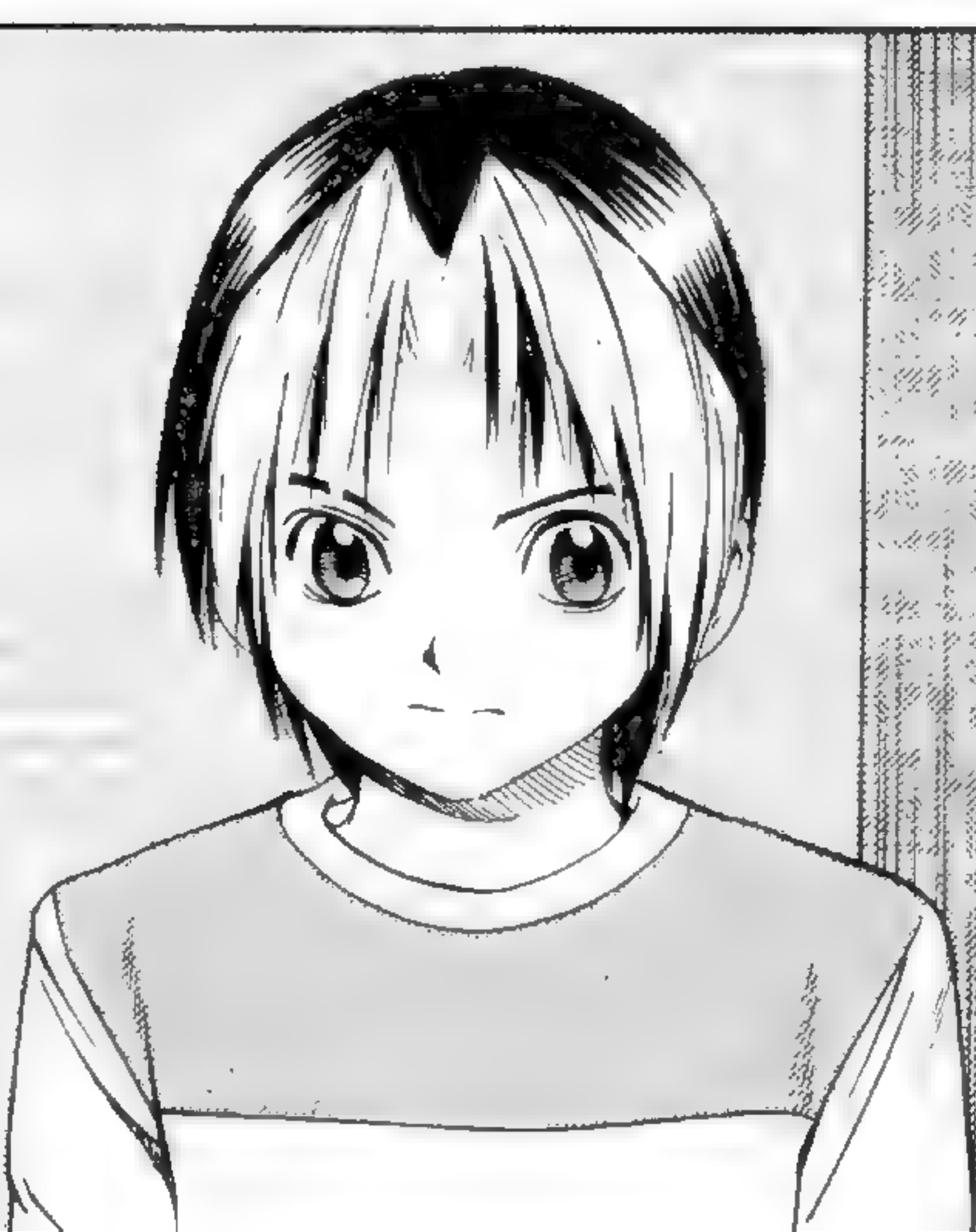
I HAVEN'T  
LOST MY  
GAME. I'M  
HOLDING  
MY OWN.



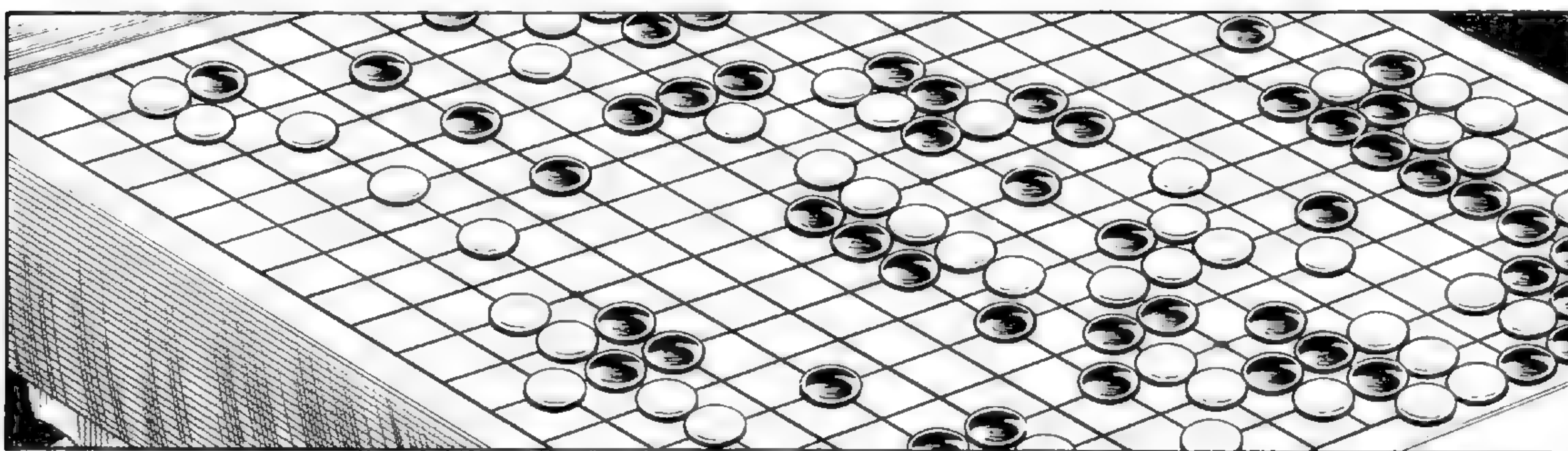
MY NAME  
IS HIKARU  
SHINDO!



I AM  
WHO  
I AM.







I  
RESIGN.







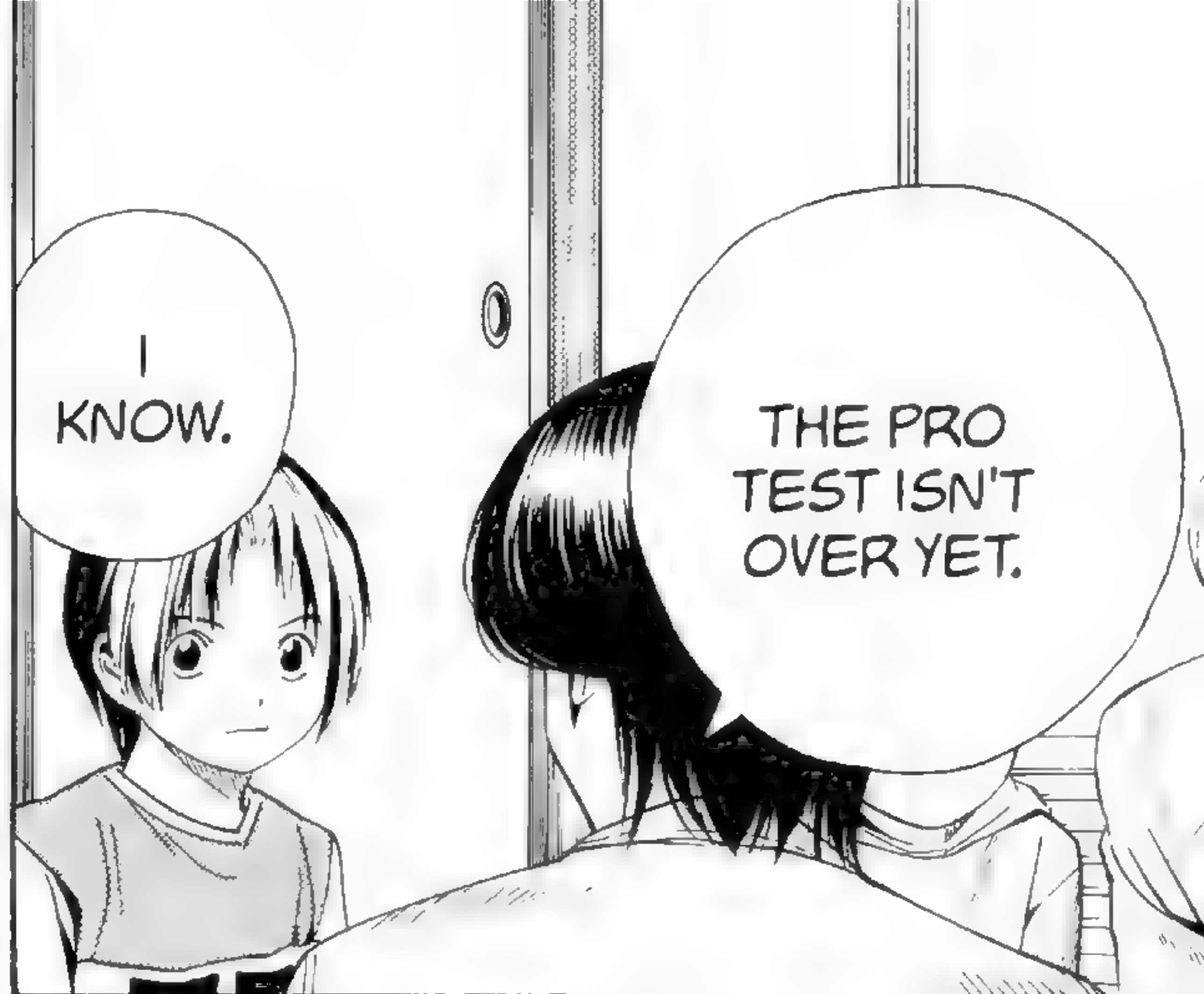








IT'S  
CRUNCH  
TIME FROM  
HERE ON  
OUT—FOR  
YOU AND  
ME BOTH.



I  
KNOW.

THE PRO  
TEST ISN'T  
OVER YET.

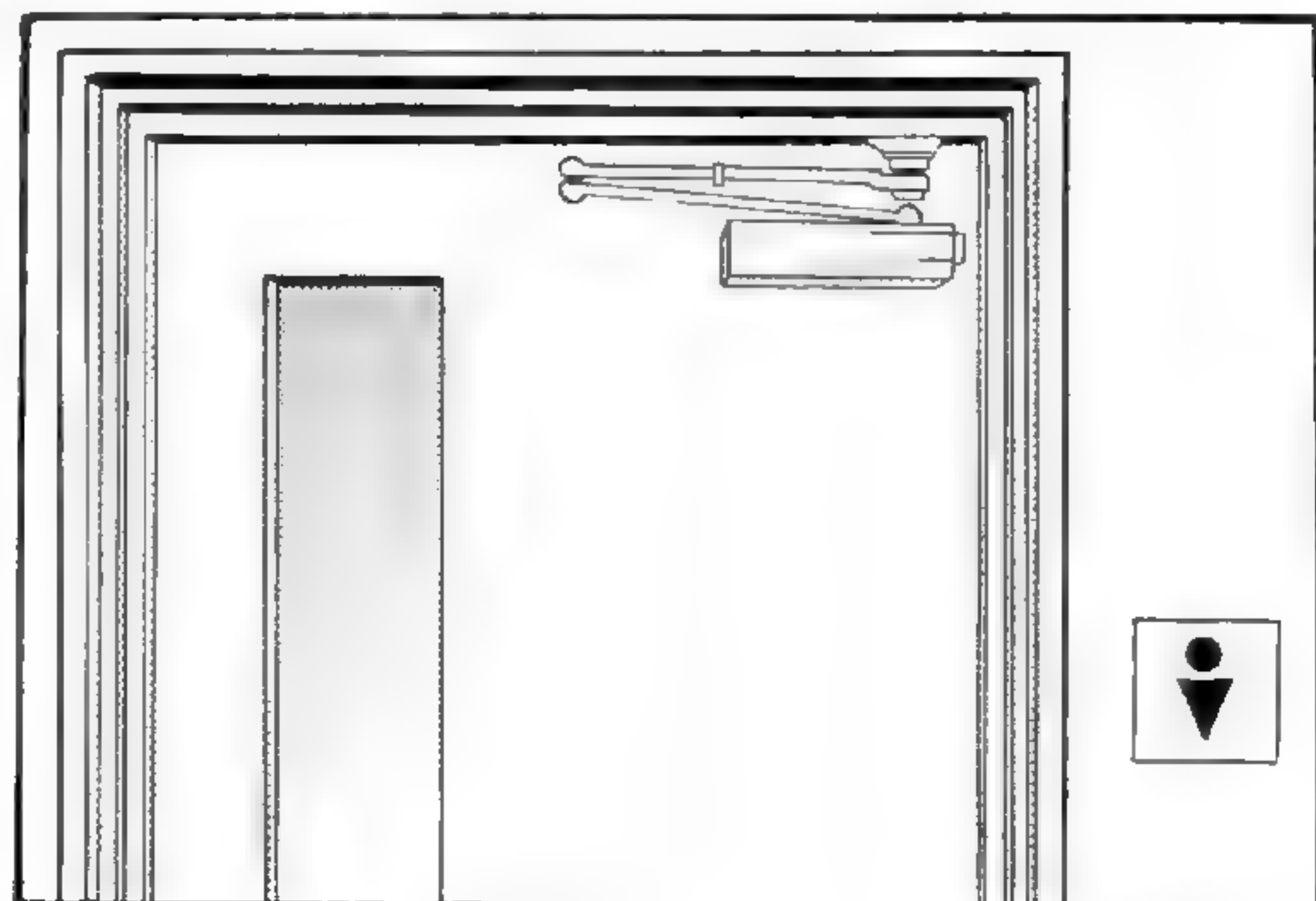


I'VE  
GOT TO  
BELIEVE  
IN  
MYSELF.

YOU'RE  
NOT THE  
ONLY ONE  
GETTING  
BETTER,  
SHINDO.



I DON'T KNOW  
WHO'S BETTER—  
SHINDO OR ME—  
BUT I KNOW I'M  
STILL IMPROVING.



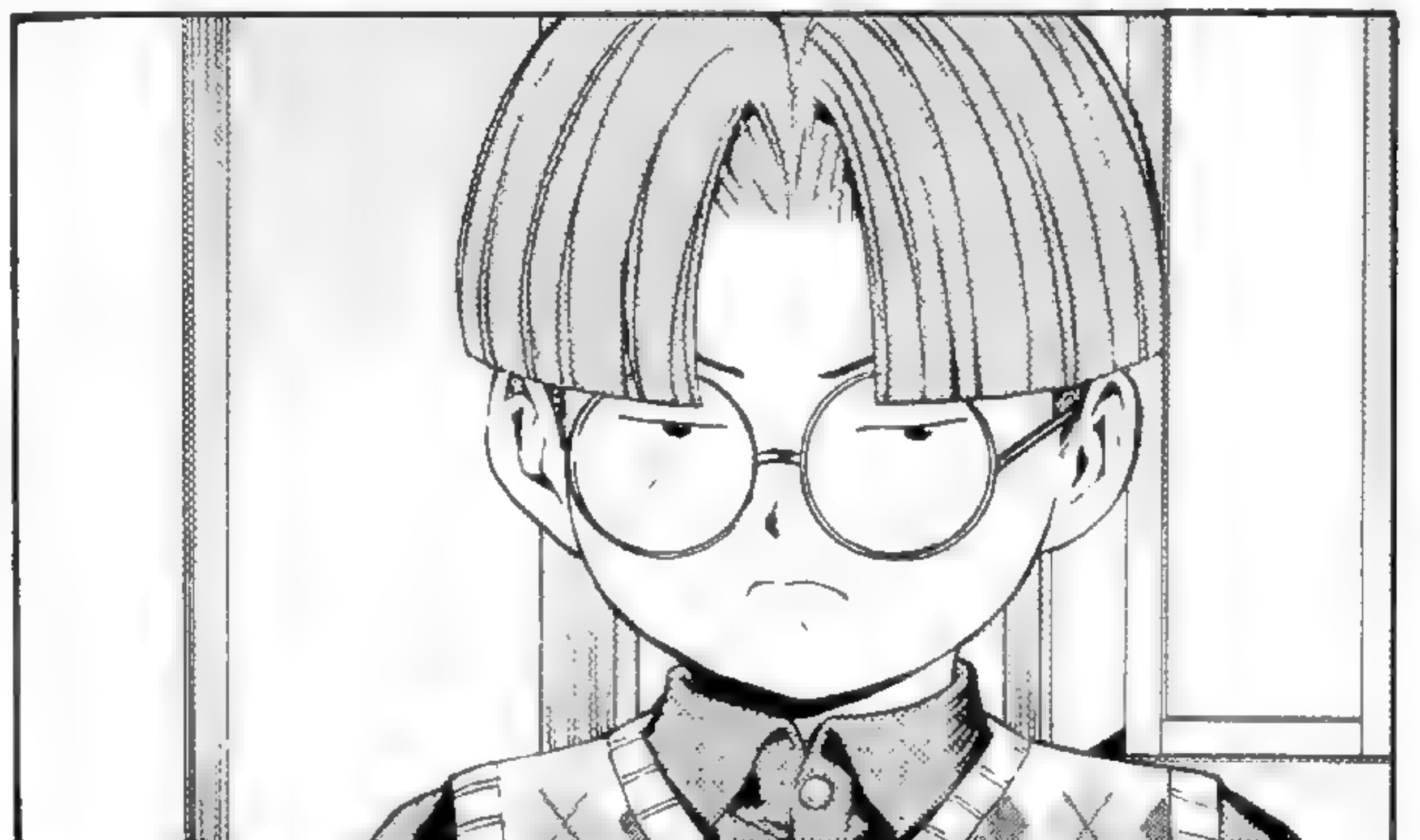




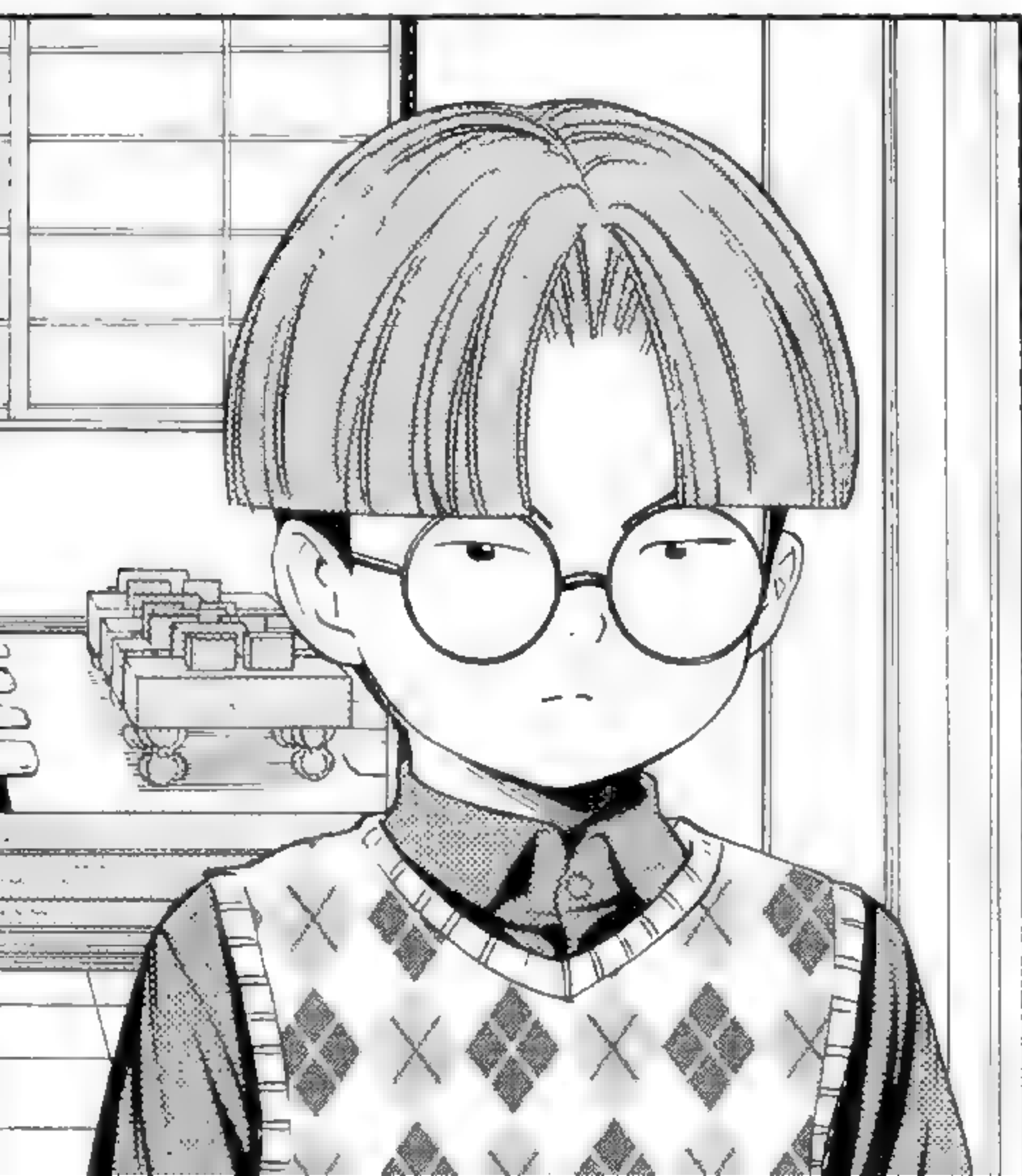
\*A move used to block one's opponent's stones







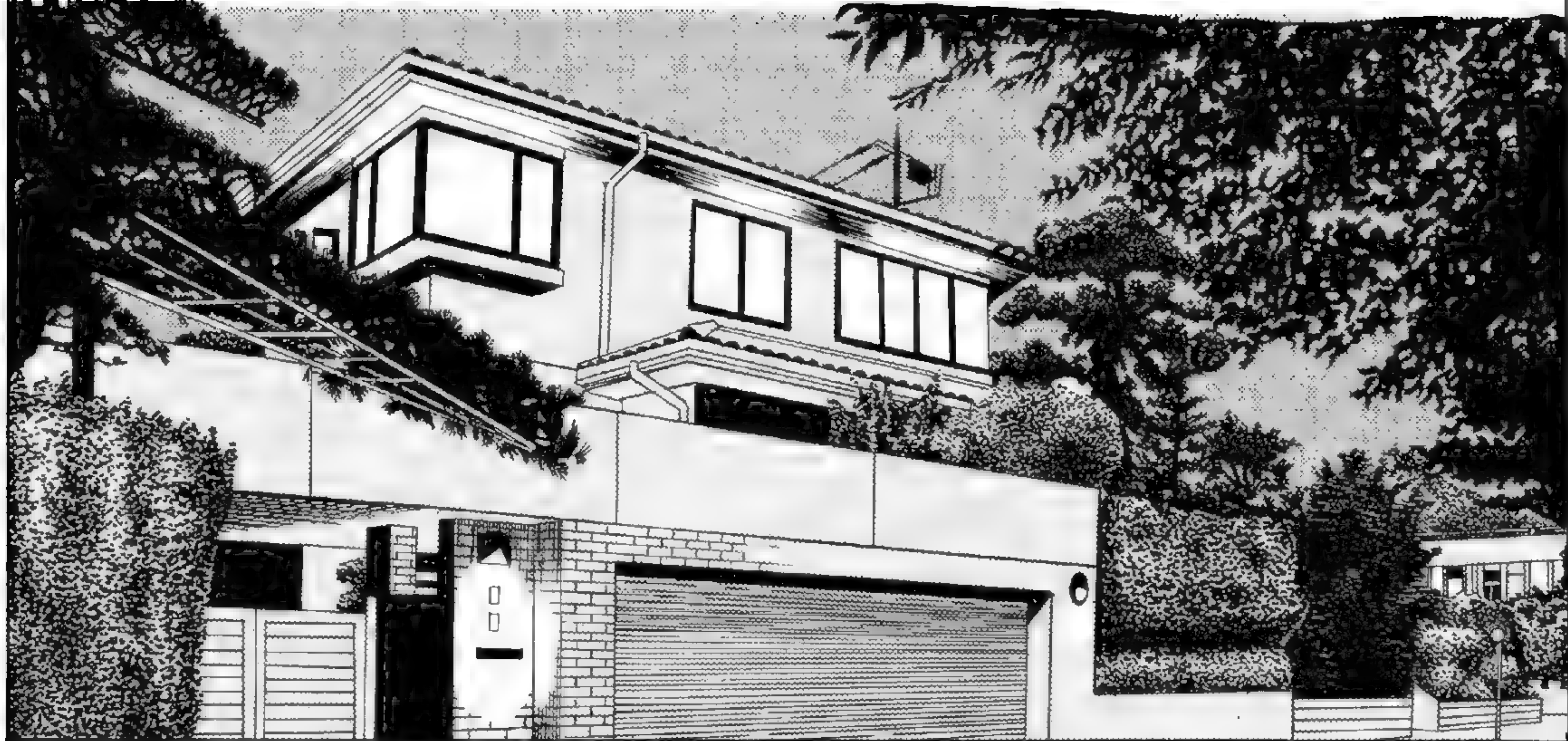




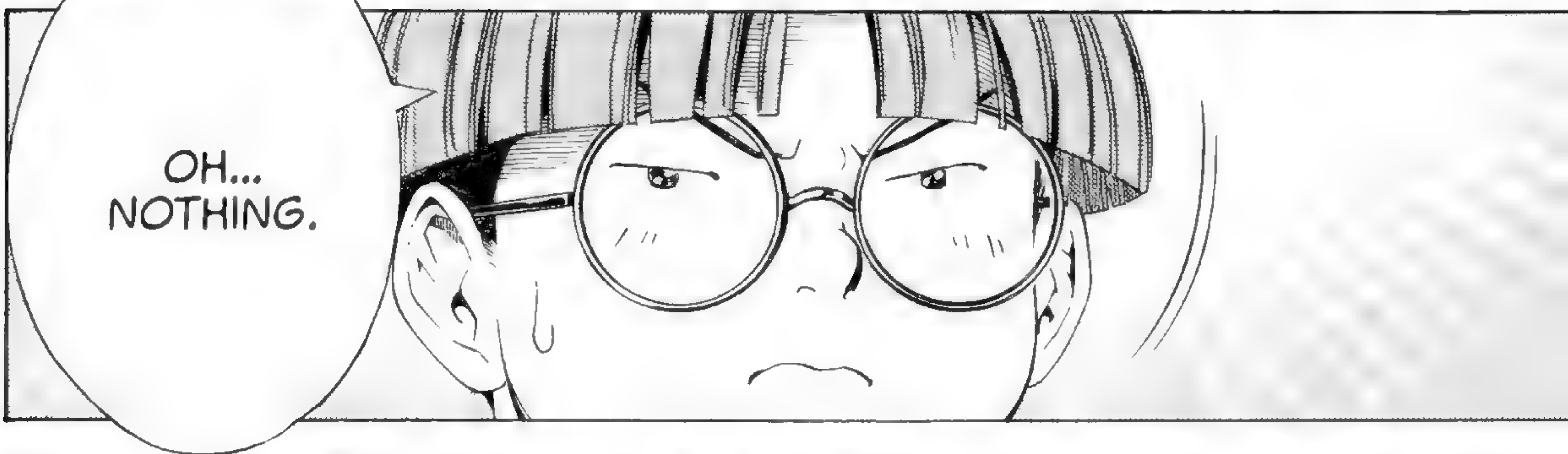




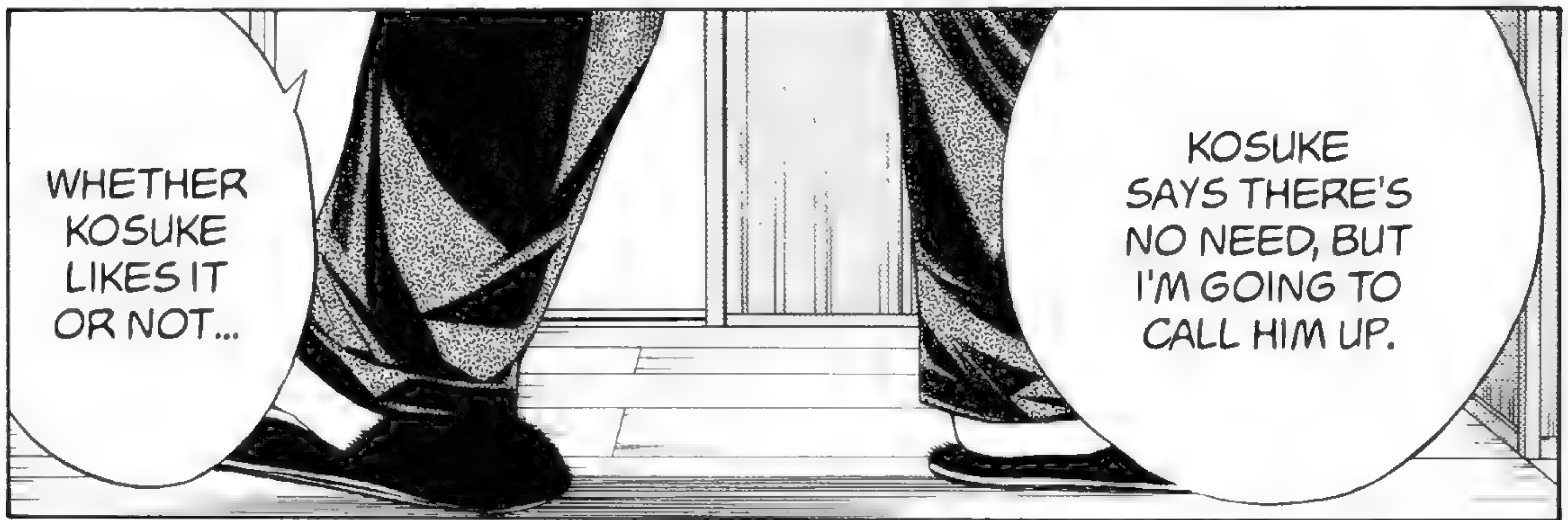














# PRO TEST STANDINGS FOR GAMES 1-15

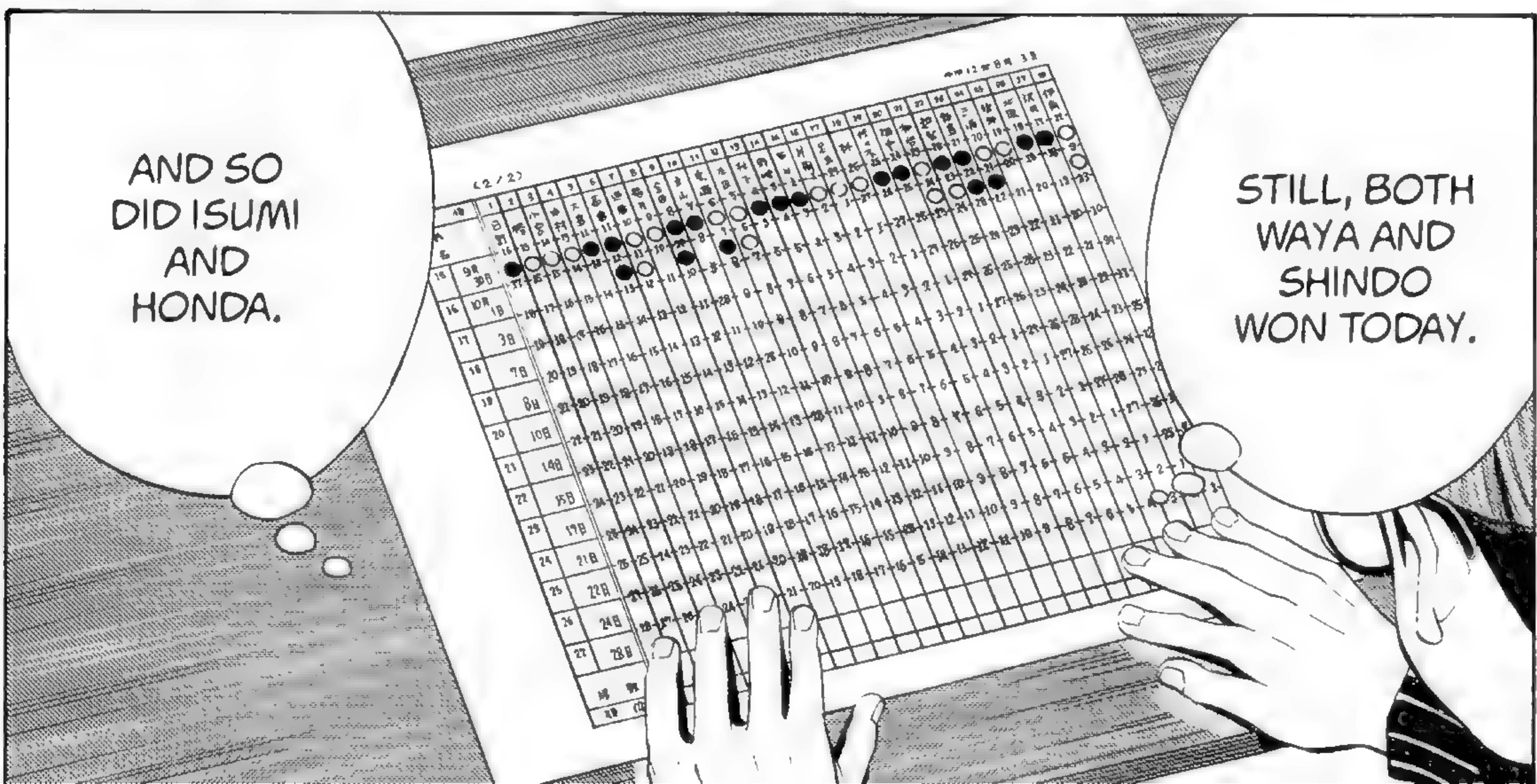
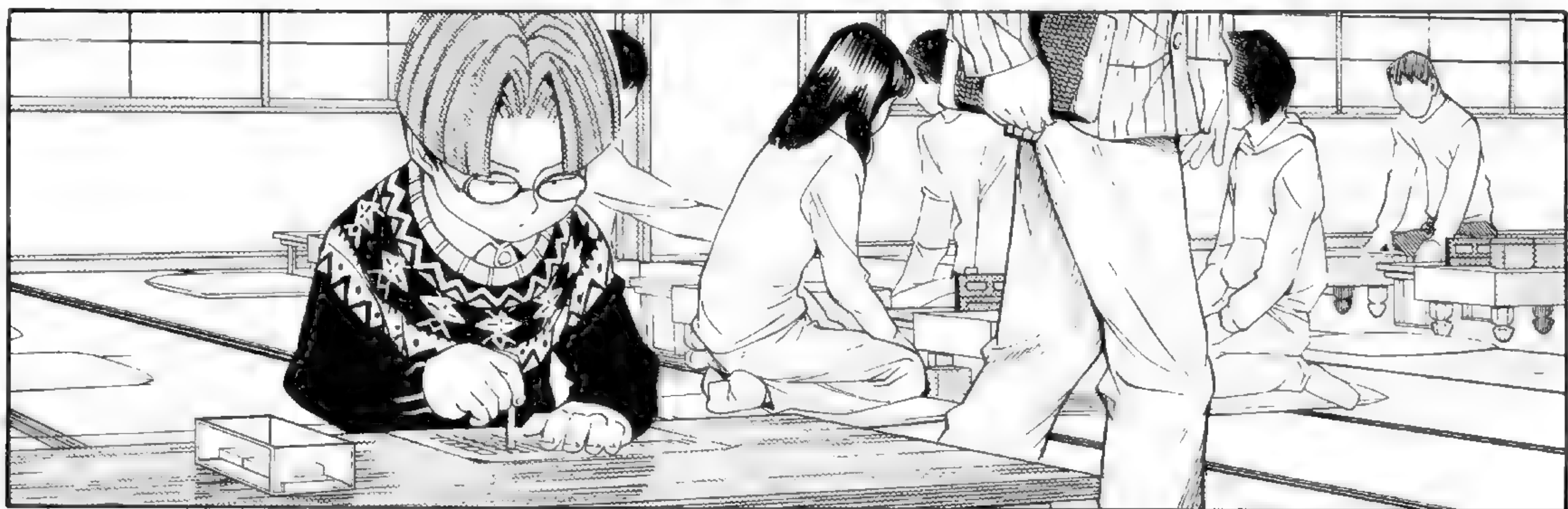
ENTRY NO.		NAME	AGE	1 8/27	2 8/29	3 9/2	4 9/3	5 9/5	6 9/9	7 9/10	8 9/12	9 9/16	10 9/17	11 9/19	12 9/23	13 9/24	14 9/26	15 9/30
1	out-side	Kazuhiko Hino	24	● 2	● 3	● 4	● 5	○ 6	● 7	● 8	○ 9	● 10	● 11	● 12	○ 13	● 14	● 15	● 16
2	out-side	Toshiro Tsubaki	29	○ 1	● 28	● 3	○ 4	○ 5	● 6	● 7	○ 8	○ 9	● 10	○ 11	○ 12	○ 13	○ 14	○ 15
3	insei	Eiji Komiya	16	○ 27	○ 1	○ 2	● 28	○ 4	○ 5	○ 6	● 7	● 8	● 9	○ 10	○ 11	● 12	○ 13	○ 14
4	insei	Takashi Nakamura	14	● 26	○ 27	○ 1	● 2	● 3	● 28	● 5	○ 6	● 7	● 8	○ 9	○ 10	● 11	● 12	○ 13
5	out-side	Hiroshi Oshima	20	● 25	○ 26	○ 27	○ 1	● 2	● 3	○ 4	● 28	○ 6	○ 7	○ 8	● 9	○ 10	● 11	● 12
6	insei	Nobuyuki Takakura	15	● 24	● 25	○ 26	○ 27	● 1	○ 2	● 3	● 4	● 5	● 28	● 7	○ 8	○ 9	● 10	● 11
7	insei	Hikaru Shindo	13	○ 23	○ 24	○ 25	○ 26	○ 27	○ 1	○ 2	○ 3	○ 4	● 5	○ 6	○ 28	● 8	○ 9	○ 10
8	insei	Yuta Fukui	12	● 22	● 23	○ 24	● 25	○ 26	● 27	○ 1	● 2	○ 3	○ 4	● 5	● 6	○ 7	○ 28	○ 9
9	insei	Jun Kaneda	17	● 21	● 22	○ 23	● 24	● 25	● 26	○ 27	● 1	● 2	○ 3	● 4	○ 5	● 6	● 7	● 8
10	out-side	Koji Tachiyama	22	○ 20	● 21	● 22	● 23	○ 24	● 25	● 26	● 27	○ 1	○ 2	● 3	● 4	● 5	○ 6	● 7
11	insei	Asumi Nase	16	○ 19	● 20	● 21	● 22	● 23	○ 24	○ 25	○ 26	● 27	○ 1	● 2	● 3	○ 4	○ 5	○ 6
12	insei	Toshinori Honda	17	○ 18	○ 19	○ 20	● 21	● 22	○ 23	○ 24	○ 25	○ 26	○ 27	○ 1	● 2	○ 3	○ 4	○ 5
13	out-side	Yasutoshi Sugishita	20	● 17	○ 18	● 19	○ 20	● 21	● 22	● 23	○ 24	○ 25	○ 26	○ 27	○ 1	○ 2	● 3	● 4
14	insei	Shogo Nozaki	16	● 16	● 17	● 18	○ 19	○ 20	● 21	● 22	● 23	● 24	○ 25	○ 26	○ 27	○ 1	○ 2	● 3
15	out-side	Kazunari Ishikawa	23	● 28	● 16	● 17	○ 18	● 19	● 20	● 21	● 22	○ 23	○ 24	● 25	○ 26	● 27	○ 1	● 2
16	out-side	Kyohei Katagiri	25	○ 14	○ 15	● 28	○ 17	● 18	○ 19	○ 20	● 21	● 22	○ 23	○ 24	● 25	○ 26	○ 27	○ 1
17	insei	Toshiki Adachi	16	○ 13	○ 14	○ 15	● 16	● 28	○ 18	○ 19	● 20	○ 21	● 22	● 23	○ 24	○ 25	○ 26	○ 27
18	insei	Tatsuya Hayashi	14	● 12	● 13	○ 14	● 15	○ 16	● 17	● 28	○ 19	● 20	● 21	● 22	● 23	● 24	○ 25	○ 26
19	insei	Mai Sasaki	16	● 11	● 12	○ 13	● 14	○ 15	● 16	● 17	● 18	● 28	○ 20	● 21	● 22	● 23	○ 24	● 25
20	out-side	Masahiro Hatanaka	27	● 10	○ 11	● 12	● 13	● 14	○ 15	● 16	○ 17	○ 18	○ 19	● 28	○ 21	● 22	○ 23	● 24
21	insei	Yoshitaka Waya	15	○ 9	○ 10	○ 11	○ 12	○ 13	○ 14	○ 15	○ 16	● 17	○ 18	○ 19	○ 20	○ 28	● 22	○ 23
22	insei	Kosuke Ochi	12	○ 8	○ 9	○ 10	○ 11	○ 12	○ 13	○ 14	○ 15	○ 16	○ 17	○ 18	○ 19	○ 20	○ 21	● 28
23	insei	Ryo Iijima	17	● 7	○ 8	● 9	○ 10	○ 11	● 12	○ 13	○ 14	● 15	● 16	○ 17	○ 18	○ 19	● 20	● 21
24	out-side	Saki Miura	20	○ 6	● 7	● 8	○ 9	● 10	● 11	● 12	● 13	○ 14	● 15	● 16	● 17	○ 18	● 19	○ 20
25	insei	Naoto Isobe	16	○ 5	○ 6	● 7	○ 8	○ 9	○ 10	● 11	● 12	● 13	● 14	○ 15	○ 16	● 17	● 18	○ 19
26	out-side	Yuriko Kitahara	22	○ 4	● 5	● 6	● 7	● 8	○ 9	○ 10	● 11	● 12	● 13	● 14	● 15	● 16	● 17	● 18
27	insei	Mitsuru Sawai	16	● 3	● 4	● 5	● 6	● 7	○ 8	● 9	○ 10	○ 11	● 12	● 13	● 14	○ 15	● 16	● 17
28	insei	Shinichiro Isumi	18	○ 15	○ 2	○ 16	○ 3	○ 17	○ 4	○ 18	○ 5	○ 19	○ 6	○ 20	● 7	○ 21	● 8	○ 22



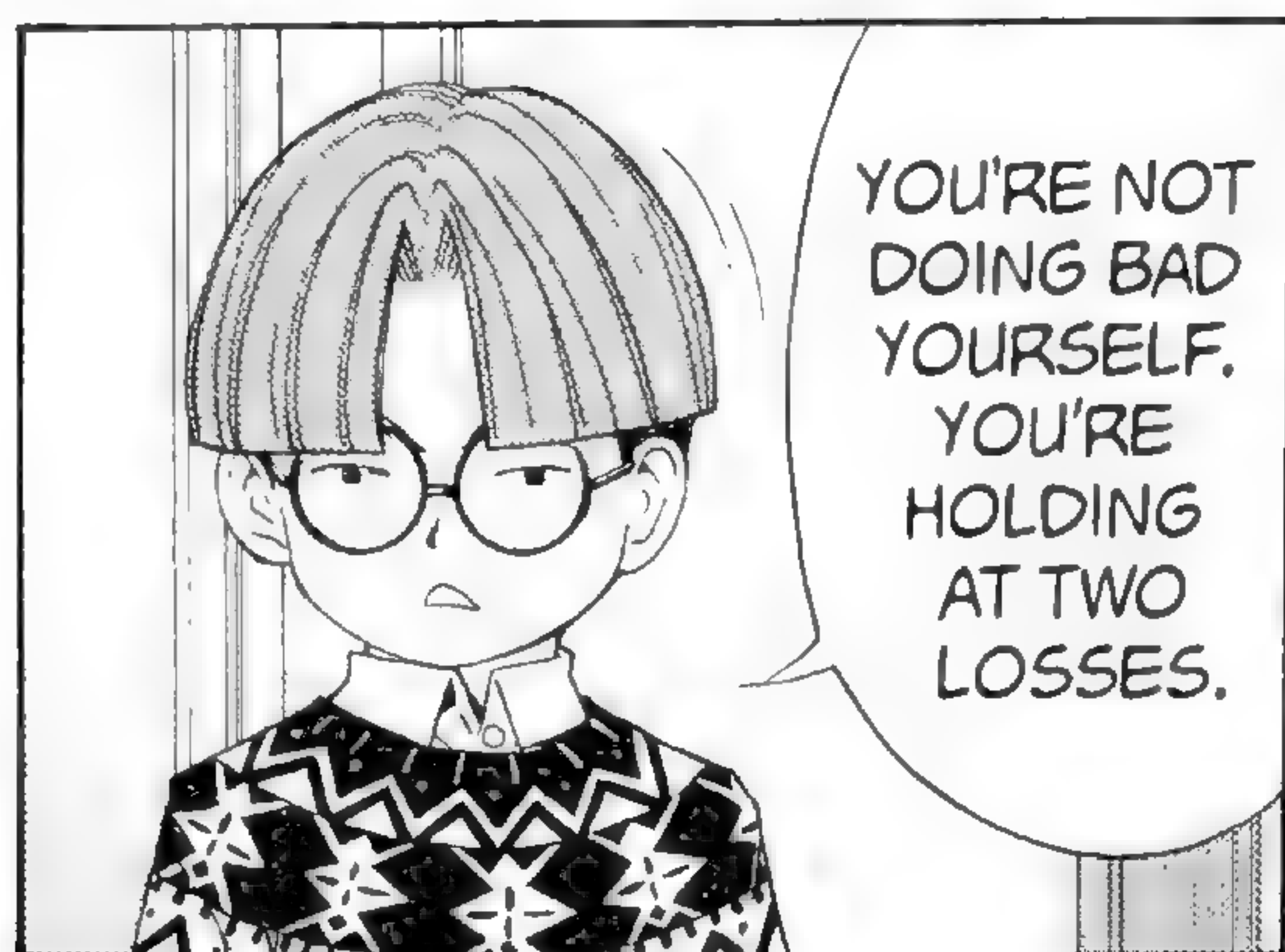
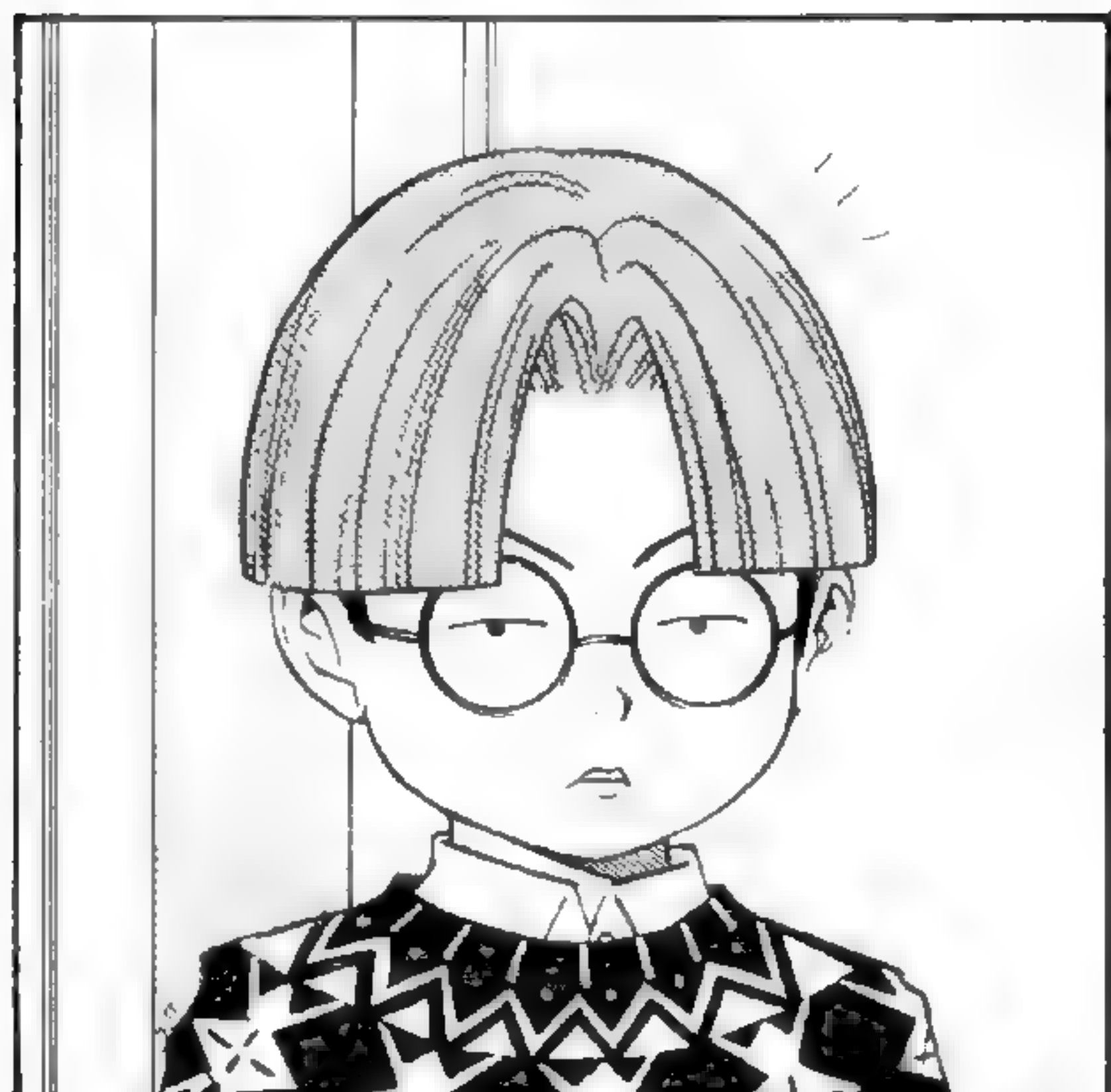


Game 86  
"You Never Know"













...YOU  
COULD  
PSYCH  
YOURSELF  
OUT.

IF YOU  
WORRY  
TOO MUCH  
ABOUT  
WINNING...



MAYBE IT'S  
BECAUSE  
IT'S THE  
PRO TEST...  
IT'S HARD  
TO PLAY  
NORMALLY.

YOU  
CAN GET  
NERVOUS  
AND MAKE  
A MISTAKE,  
EVEN WHEN  
YOU'RE IN  
THE LEAD.



IT'S HARD  
KEEPING  
THE RIGHT  
FRAME OF  
MIND.

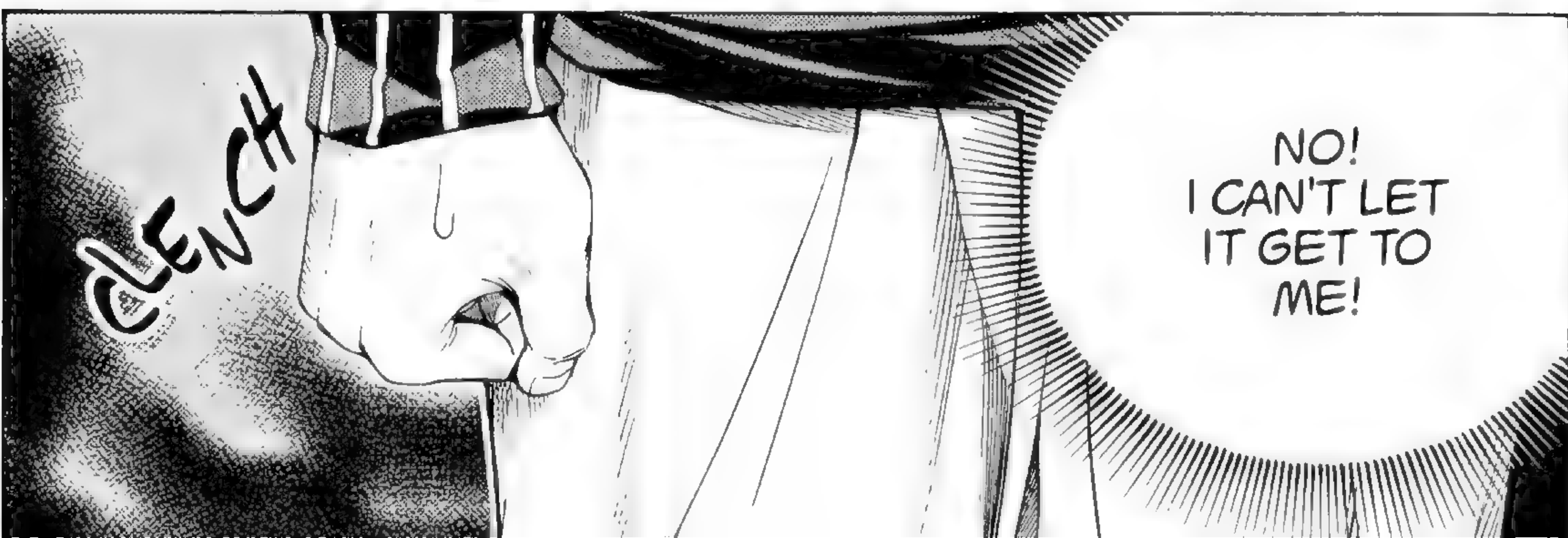


AND IT'S  
NOT JUST  
HIS  
PLAYING.

SHINDO  
**HAS**  
CHANGED.

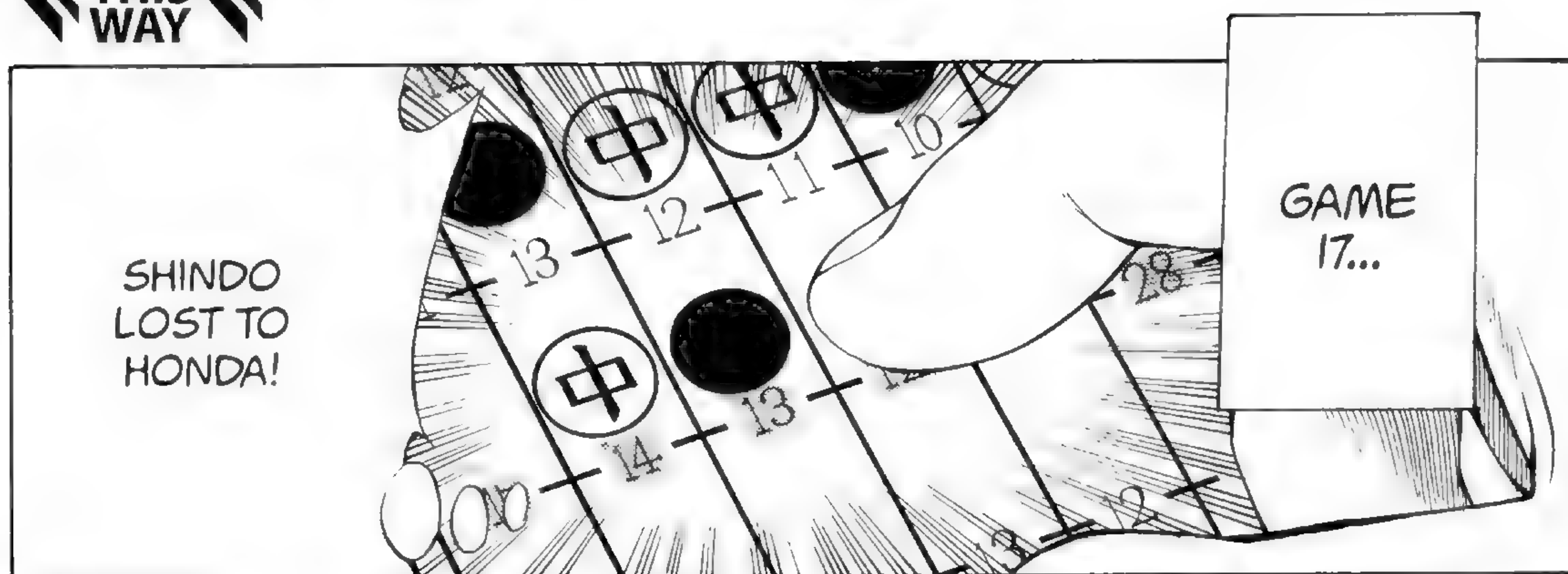


.....



NO!  
I CAN'T LET  
IT GET TO  
ME!

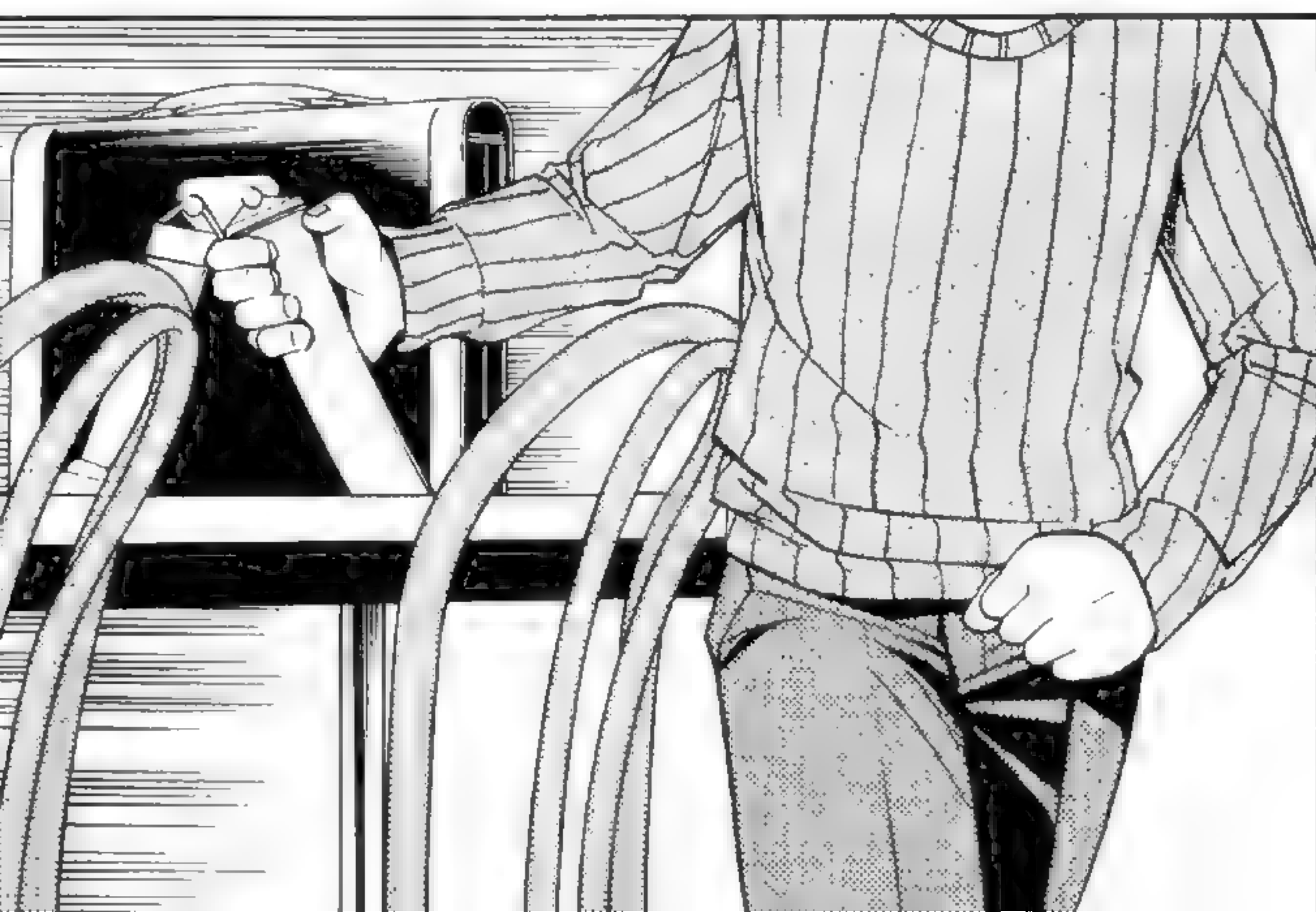
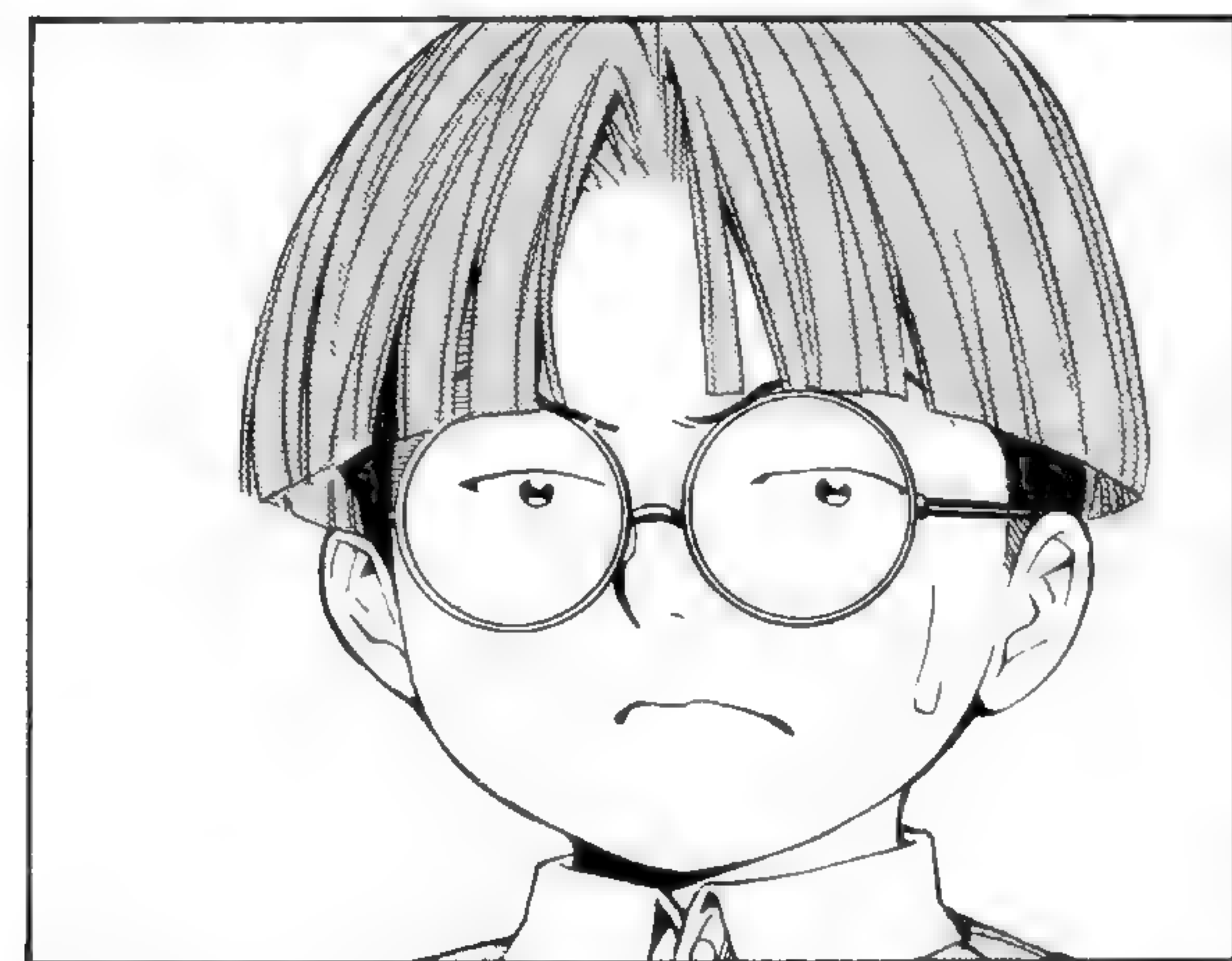




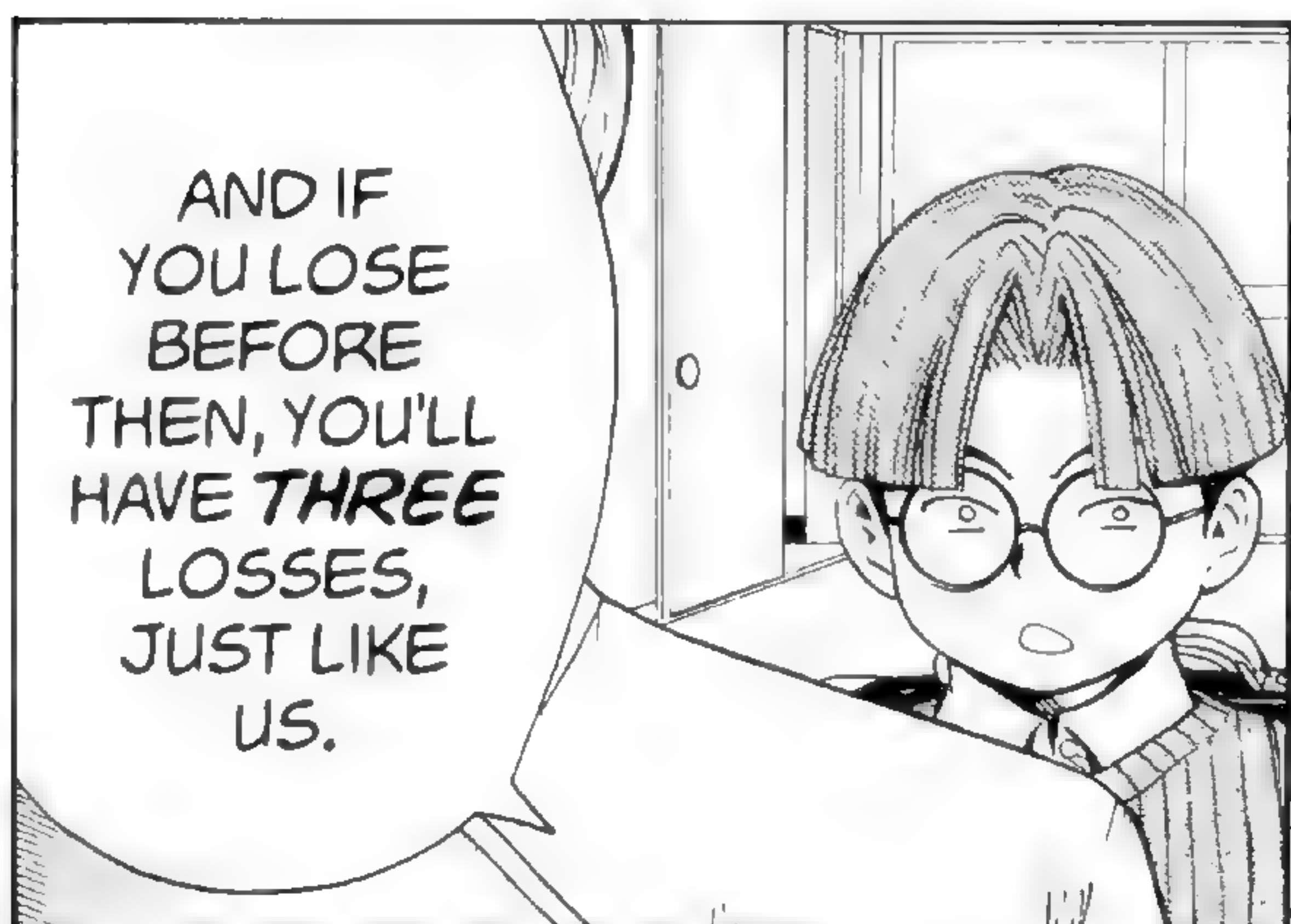














.....

TWENTY...

TEN...



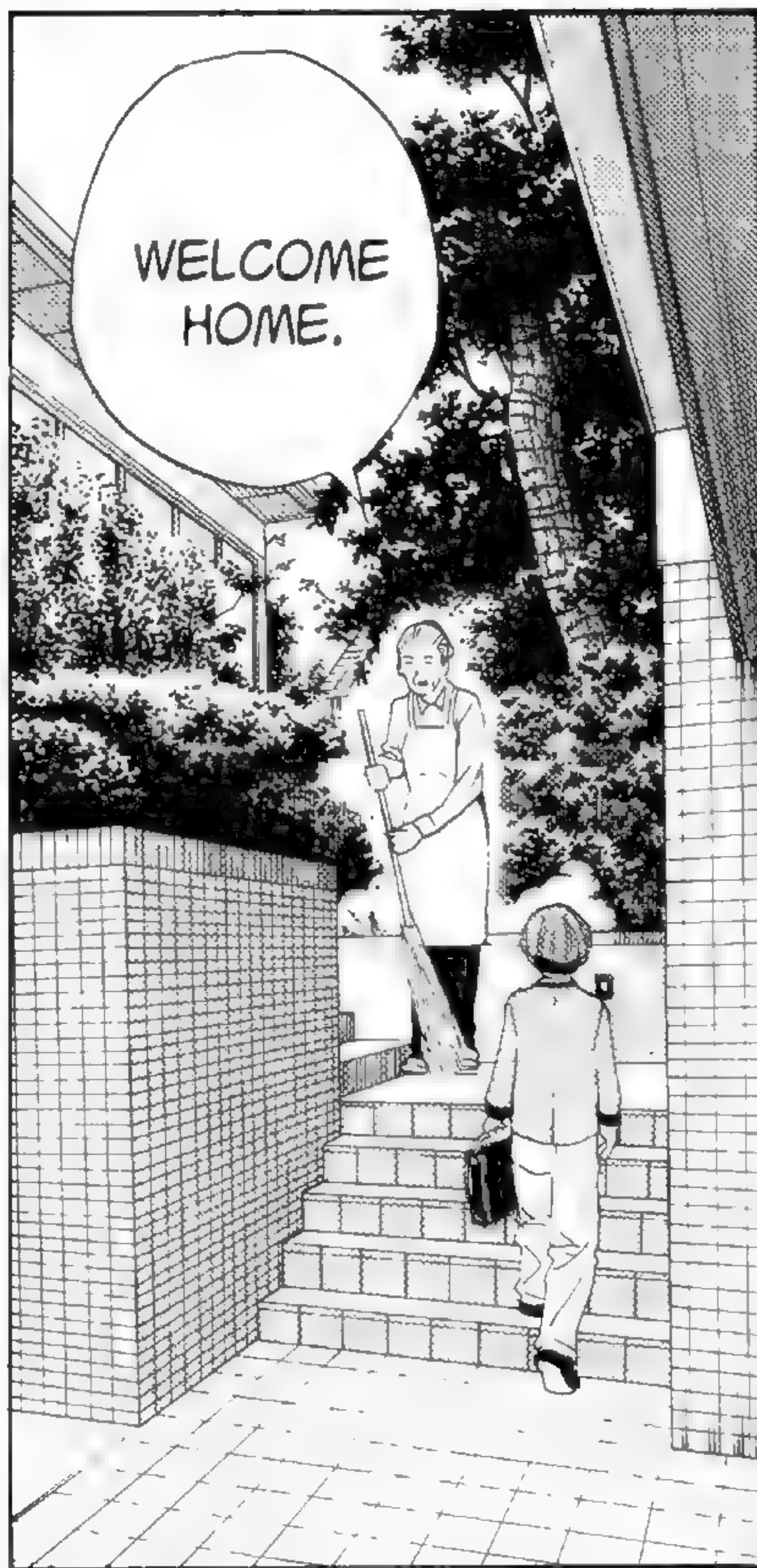








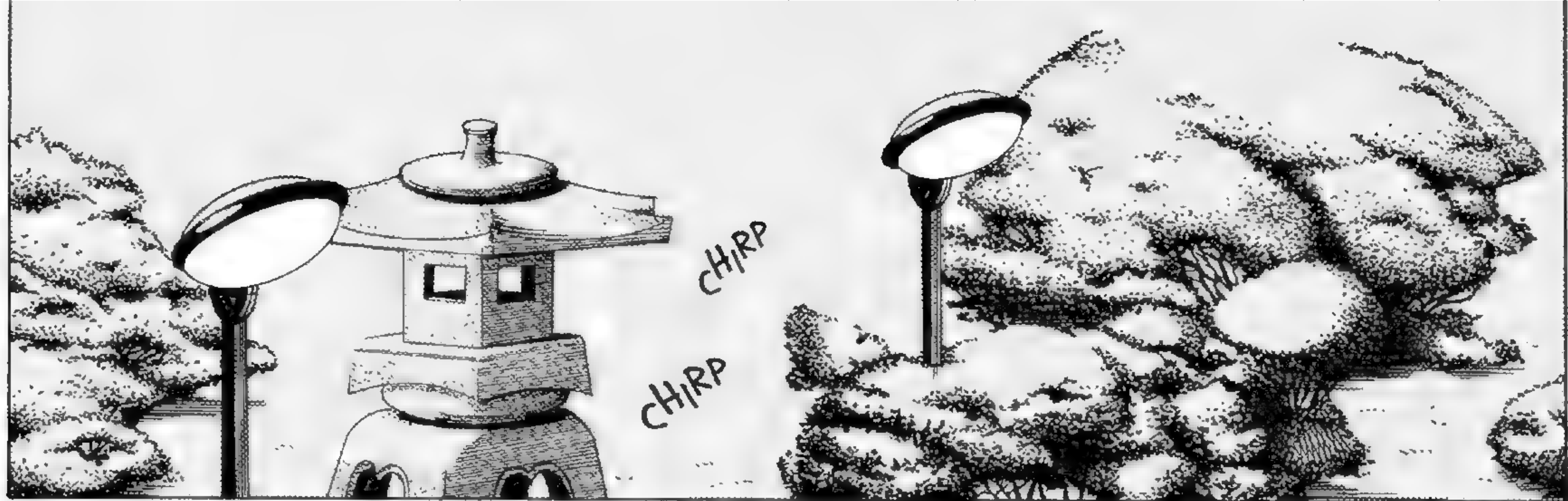












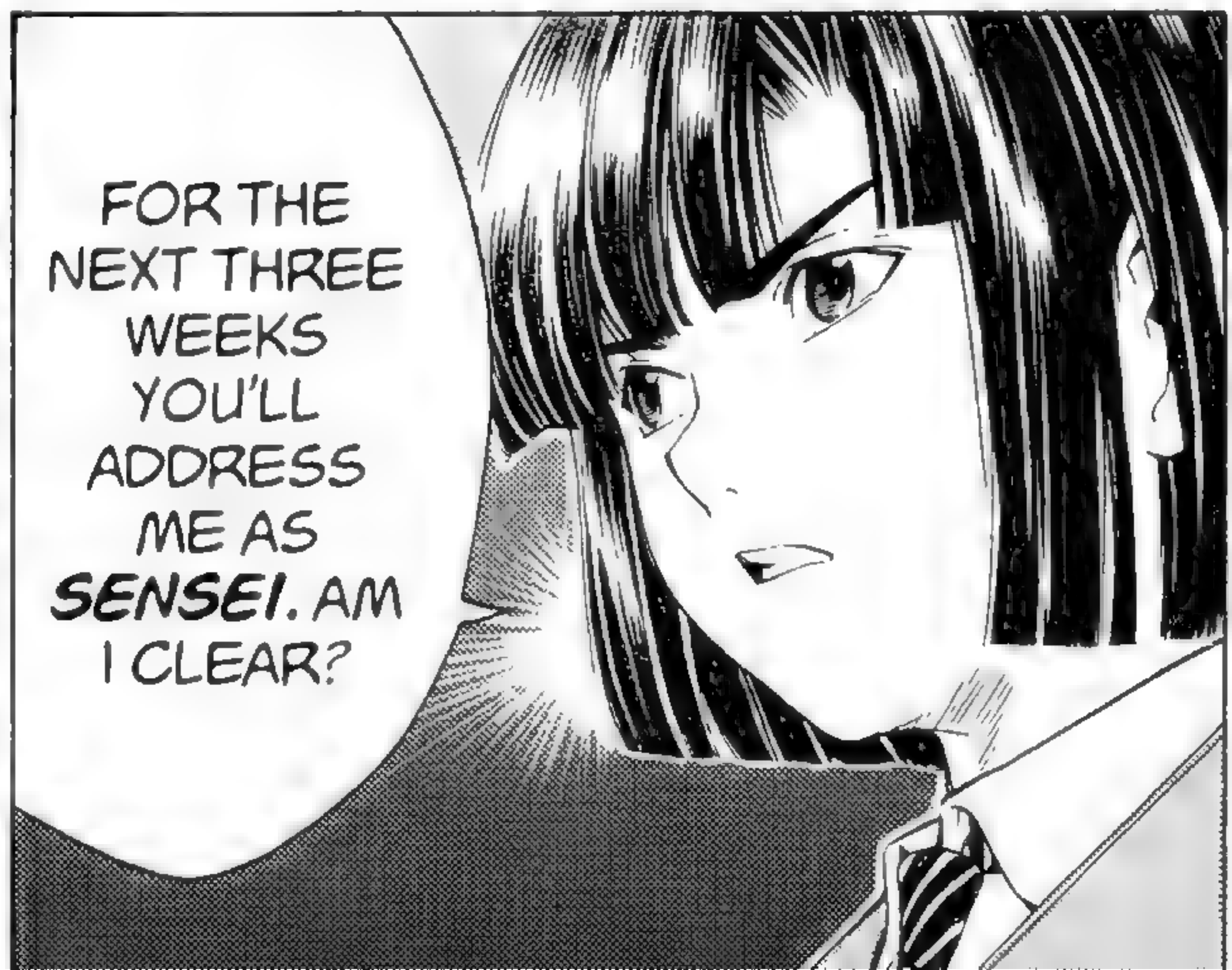
OH, AND NO  
NEED TO  
WEAR SUCH  
FORMAL  
ATTIRE NEXT  
TIME.

I'M GLAD  
YOU'RE  
HERE.



I'LL DO MY  
BEST FOR  
THE NEXT  
THREE  
WEEKS,  
UNTIL THE  
LAST DAY OF  
THE PRO  
TEST.









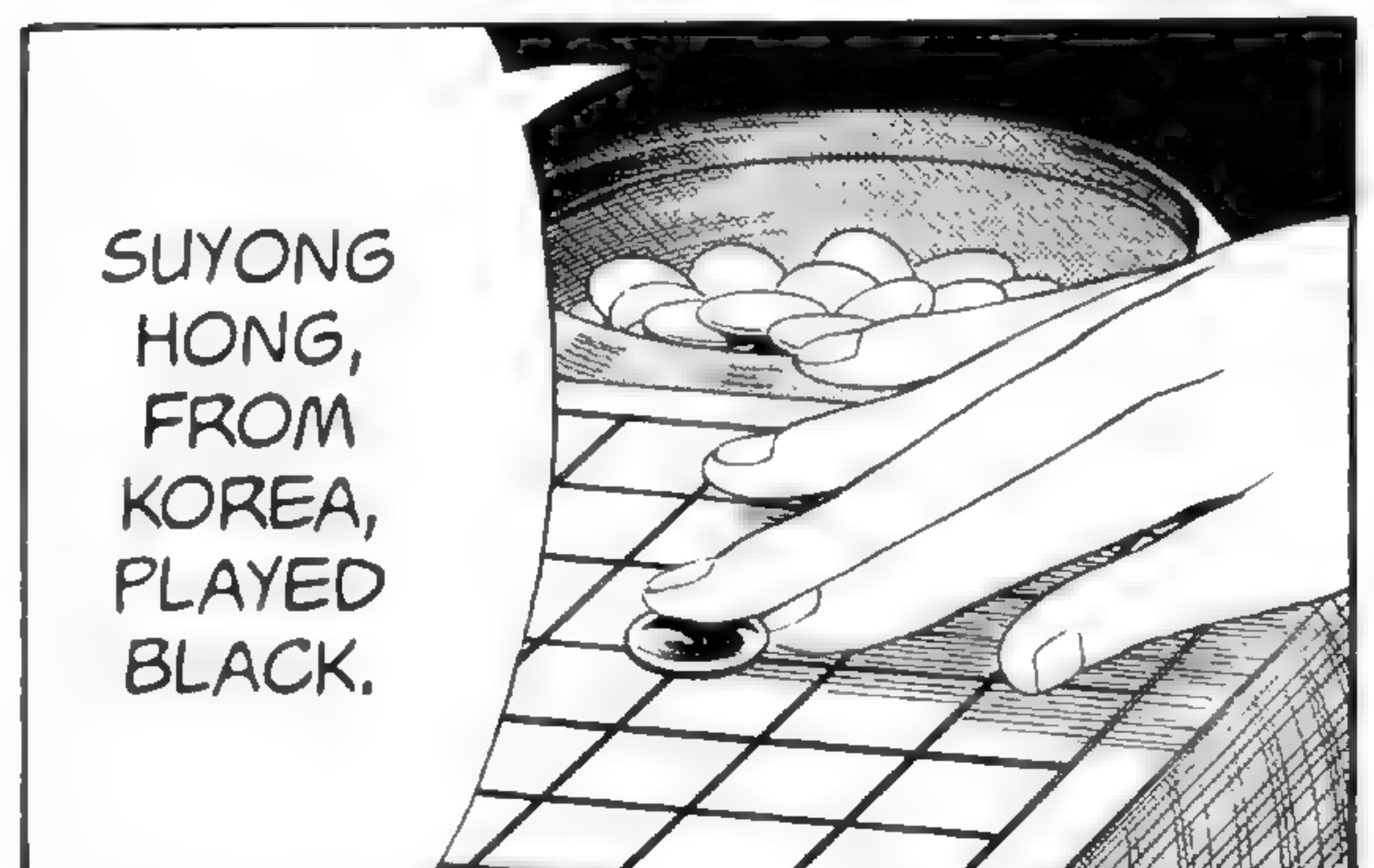
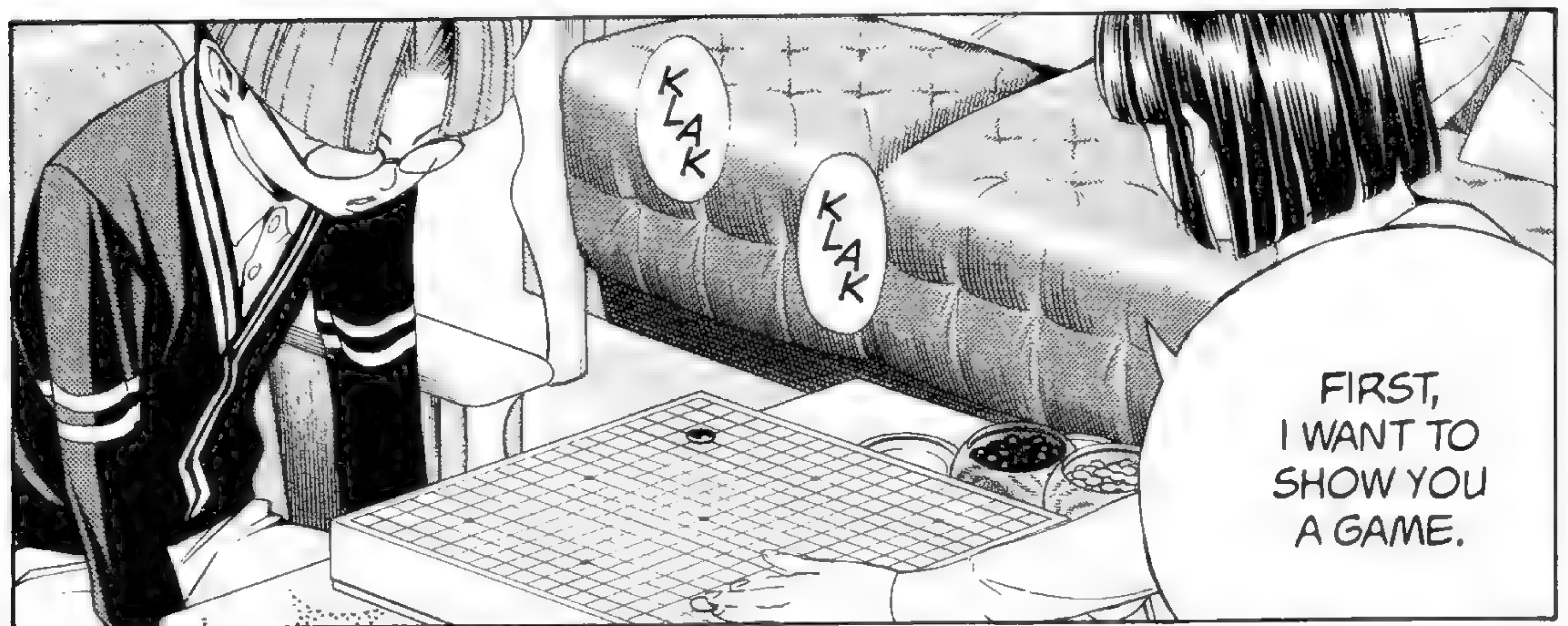
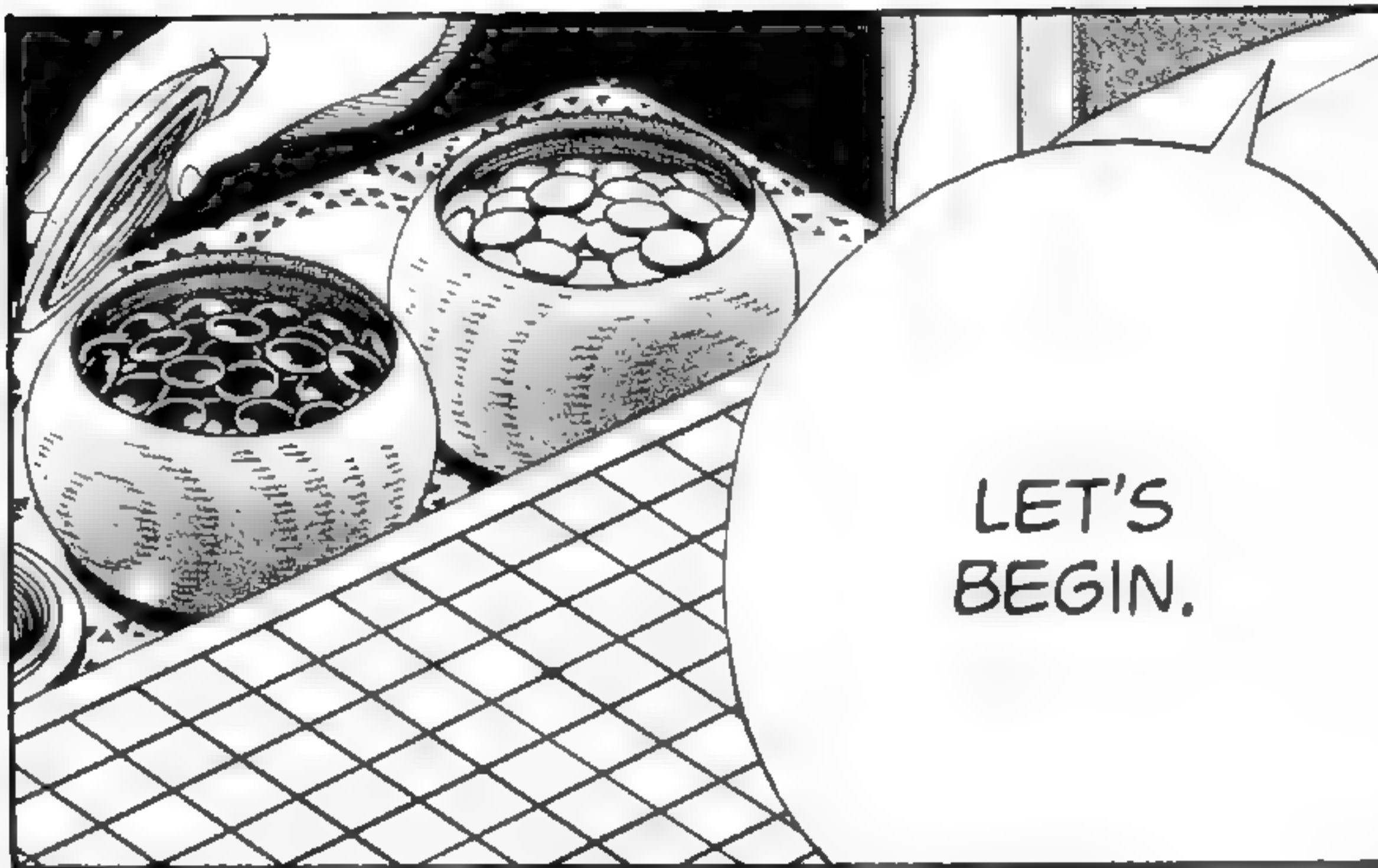




\*Hon'inbo Shusaku was a great Go player of the 19th century.









HE  
PLAYED A  
KOREAN  
INSEI?!



SHINDO  
PLAYED  
WHITE.



THE  
TEACHER  
OF THE GO  
CLUB AT MY  
SCHOOL  
HAPPENED  
TO SEE THE  
GAME.



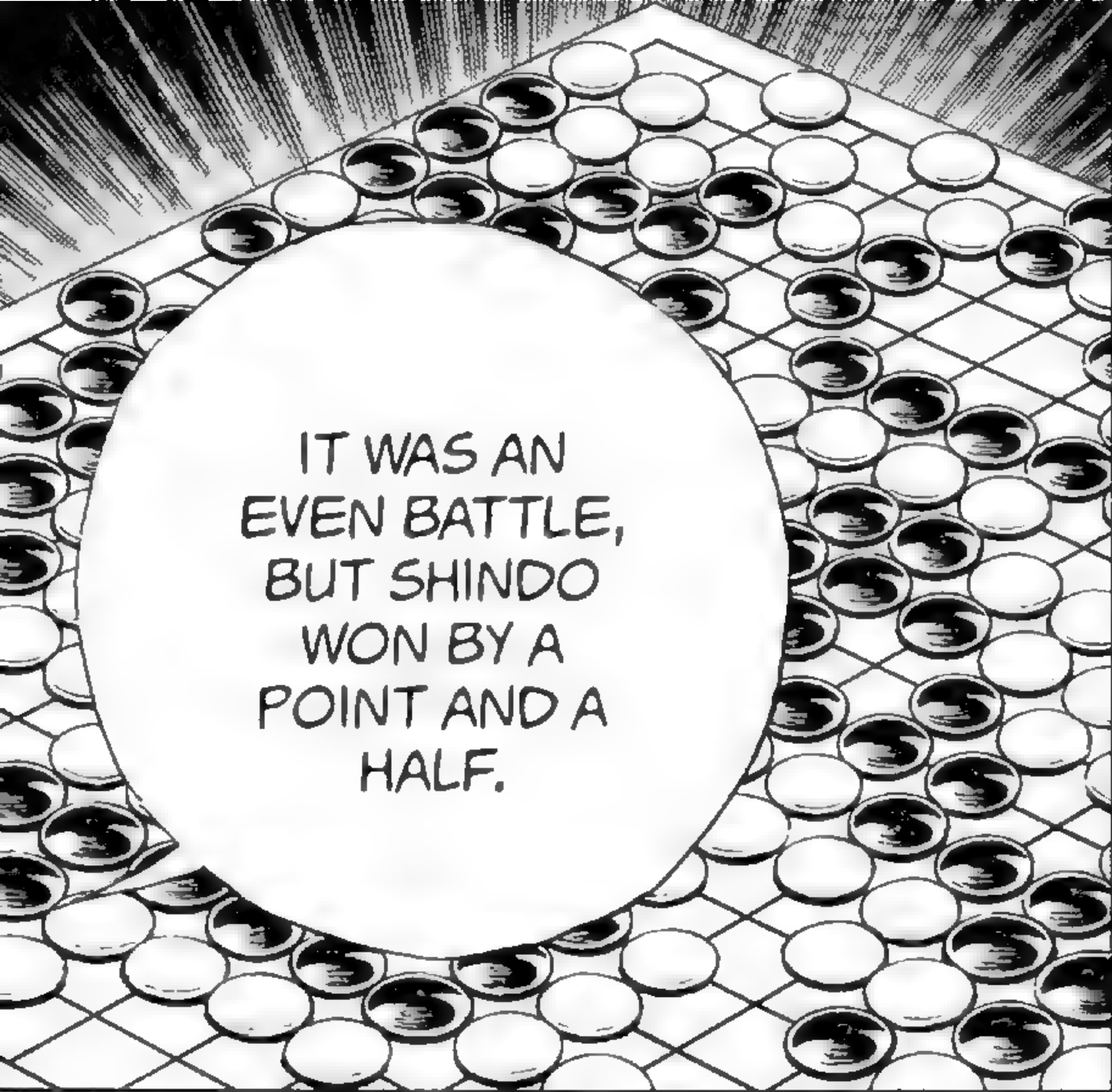
HE PLAYED  
THEIR GAME  
OUT FOR  
ME.









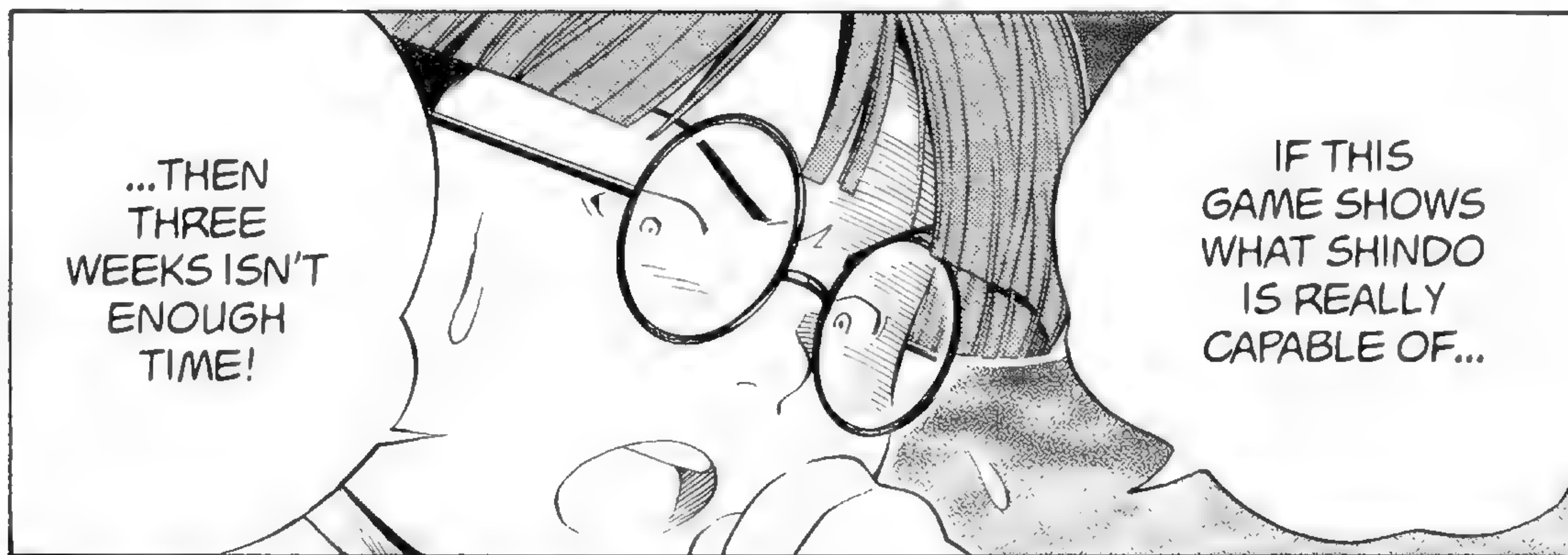


IT WAS AN  
EVEN BATTLE,  
BUT SHINDO  
WON BY A  
POINT AND A  
HALF.



THAT'S  
WHY HE  
WAS SO  
SCARED  
OF  
SHINDO!

ISUMI!  
HE MUST  
HAVE  
SEEN IT!



...THEN  
THREE  
WEEKS ISN'T  
ENOUGH  
TIME!

IF THIS  
GAME SHOWS  
WHAT SHINDO  
IS REALLY  
CAPABLE OF...



THAT'S  
WHY I'M  
HERE.

YOU'RE  
WRONG.



IF I GET LUCKY, I'LL SEE PEOPLE  
BUYING COPIES OF *HIKARU NO GO* AT  
THE BOOKSTORE.

(THERE'S A GOOD CHANCE THIS WILL  
HAPPEN IF I STOP BY WITHIN THREE  
DAYS OF THE BOOKS HITTING THE  
STORES.)

# HIKARU NO GO

## STORYBOARDS

(28)

YUMI  
HOTTA



I hope the  
story isn't too  
complex for  
her.

I wonder if  
she likes Sai.

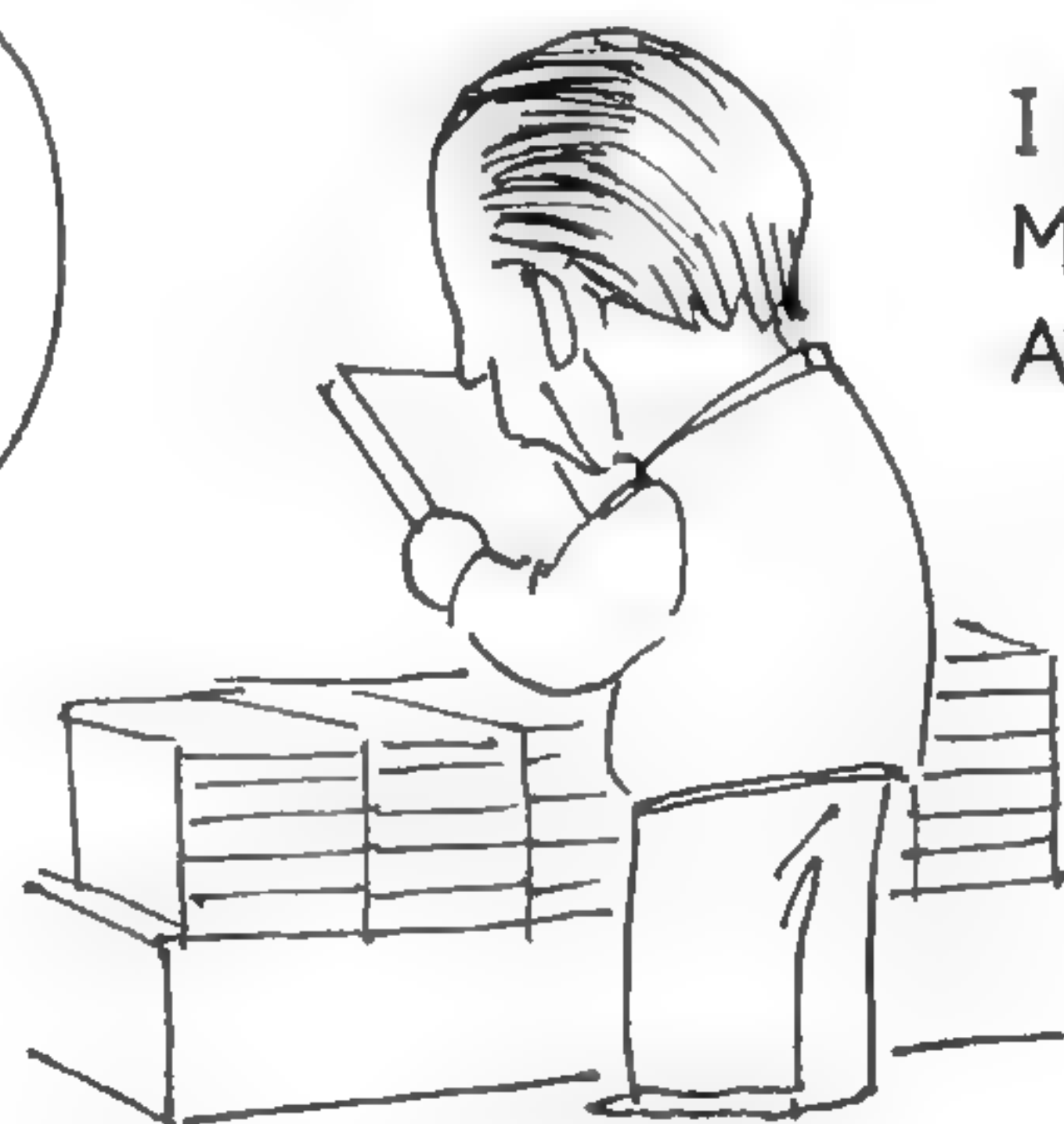
I ONCE SAW  
A GIRL WHO  
WAS ABOUT  
TEN YEARS  
OLD.



Lately, it's been  
harder for me to  
read the manga  
text, too.

Sorry the  
text is so  
small.

I ONCE SAW A  
MAN WHO WAS  
ABOUT 60.



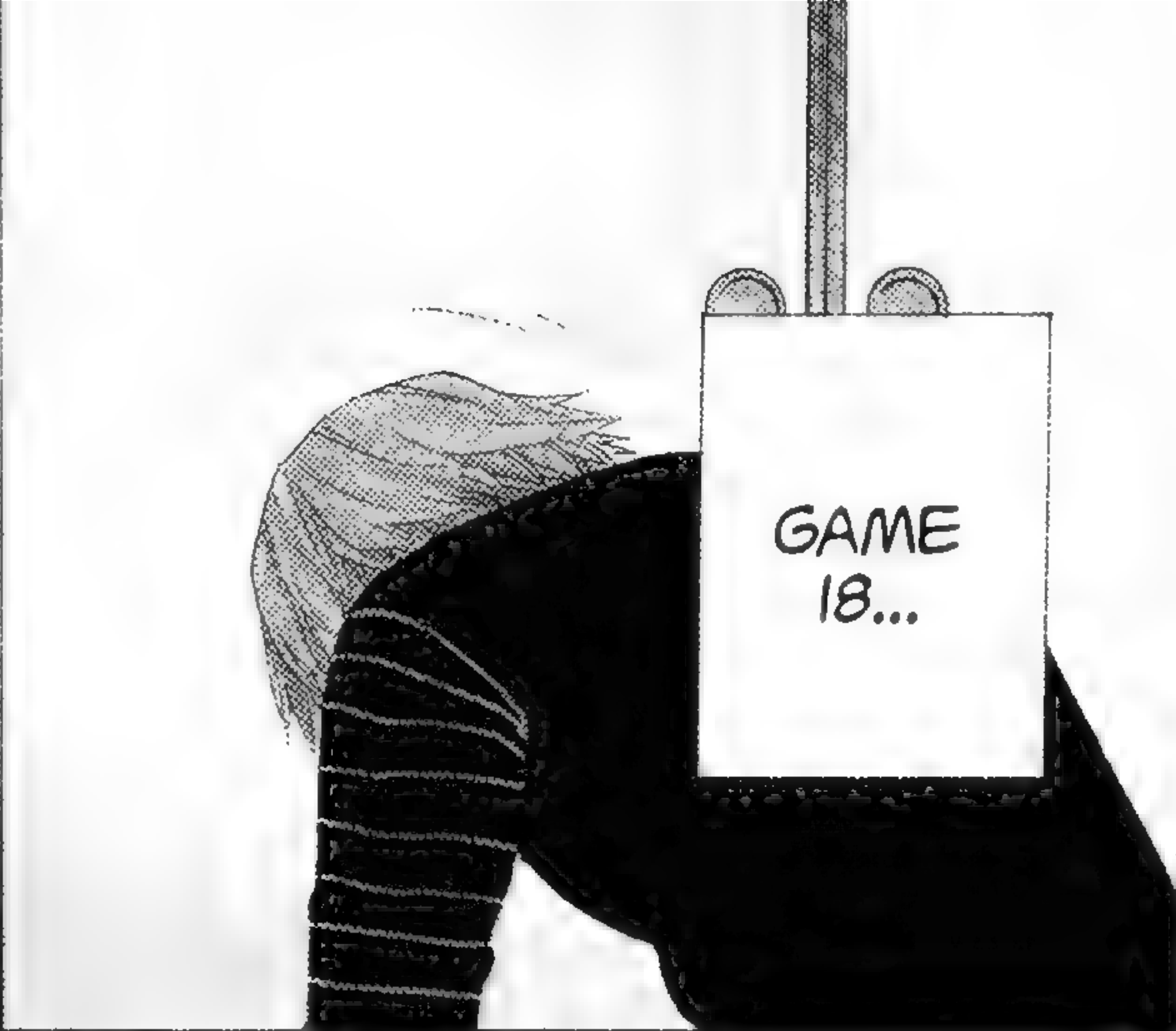
Hey, volume  
three's missing!  
Geez!

GO AHEAD  
AND  
LAUGH!

THAT'S RIGHT!  
WHEN I GO TO  
BOOKSTORES I  
ALWAYS LURK BY  
THE SHELF WITH  
THE *HIKARU NO GO*  
BOOKS.







I GOT A WIN.  
BUT WITH SIX  
LOSSES, I  
FEEL LIKE I'M  
LOOKING  
DOWN FROM  
A CLIFF.

HOW'D  
YOU  
DO?

THE TOP  
FIVE ALL  
WON  
THEIR  
GAMES  
TODAY.




KOMIYA WENT  
UP AGAINST  
ADACHI. THEY  
BOTH WENT IN  
WITH FIVE  
LOSSES.  
KOMIYA WON.

Game 87: "Who Played Black?"



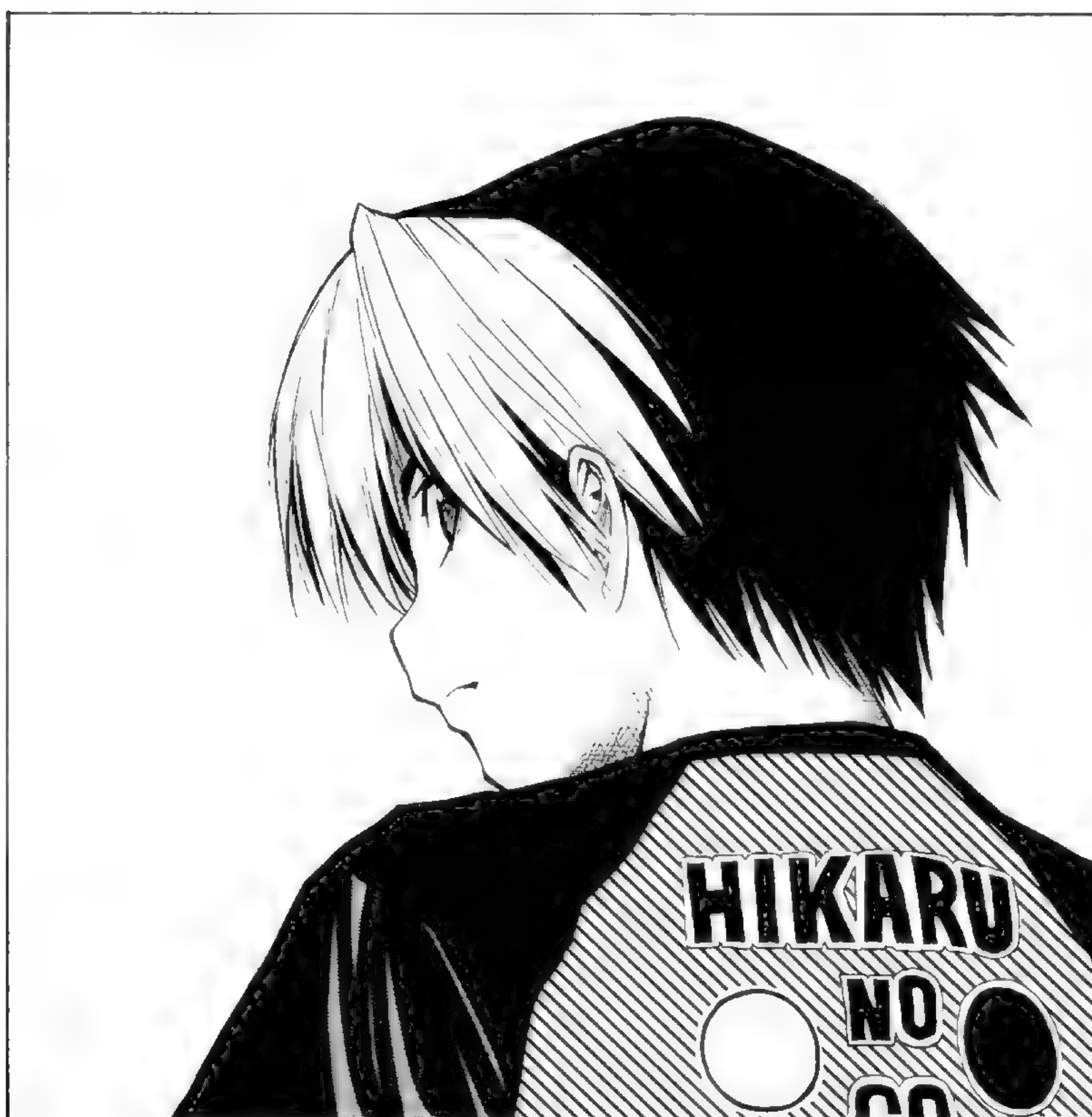






## Game 87 “Who Played Black?”













Waya: 18 wins, 2 losses



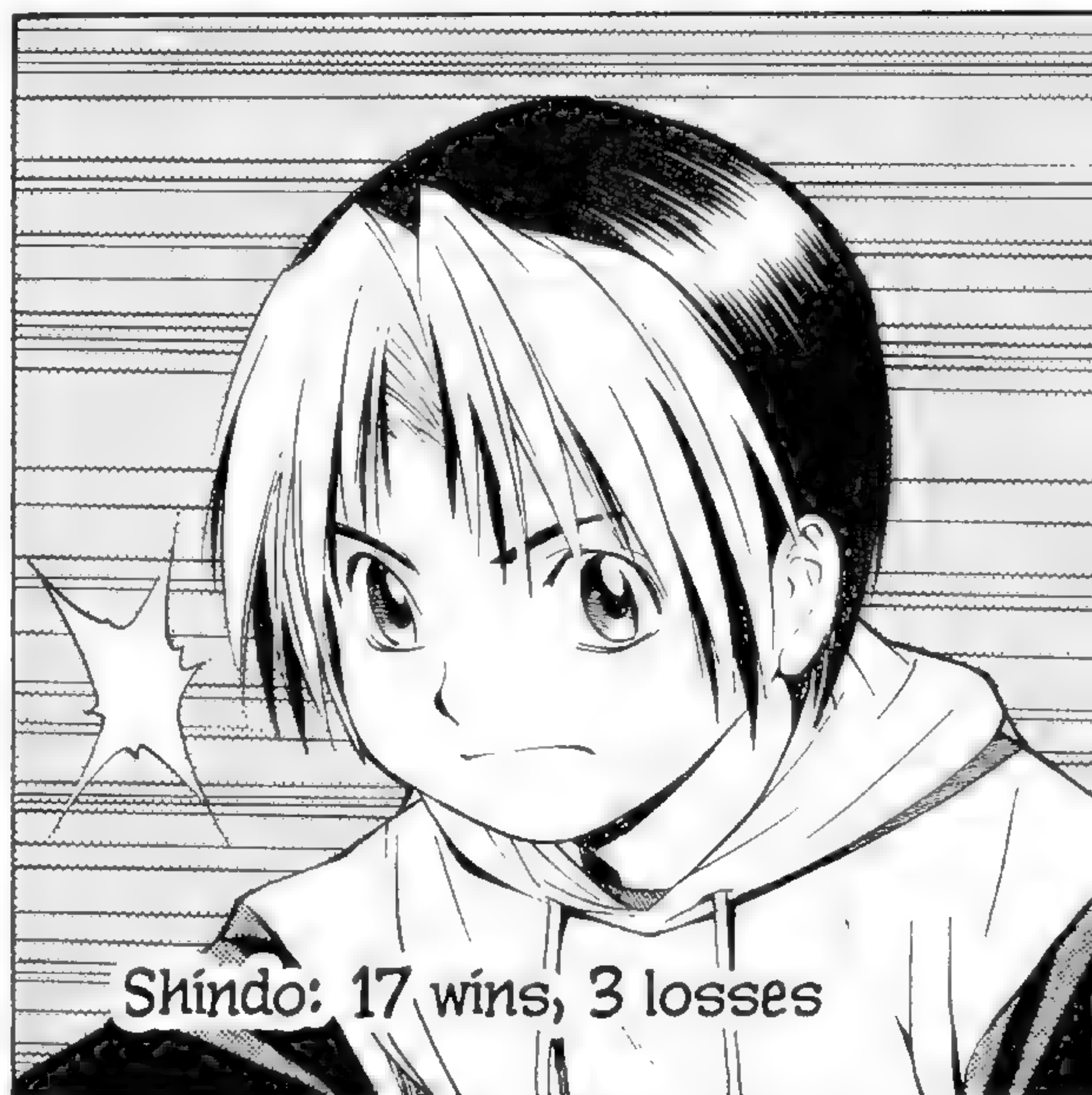
GAME  
19  
GOES  
BY.

AND  
SO  
DOES  
GAME  
20...

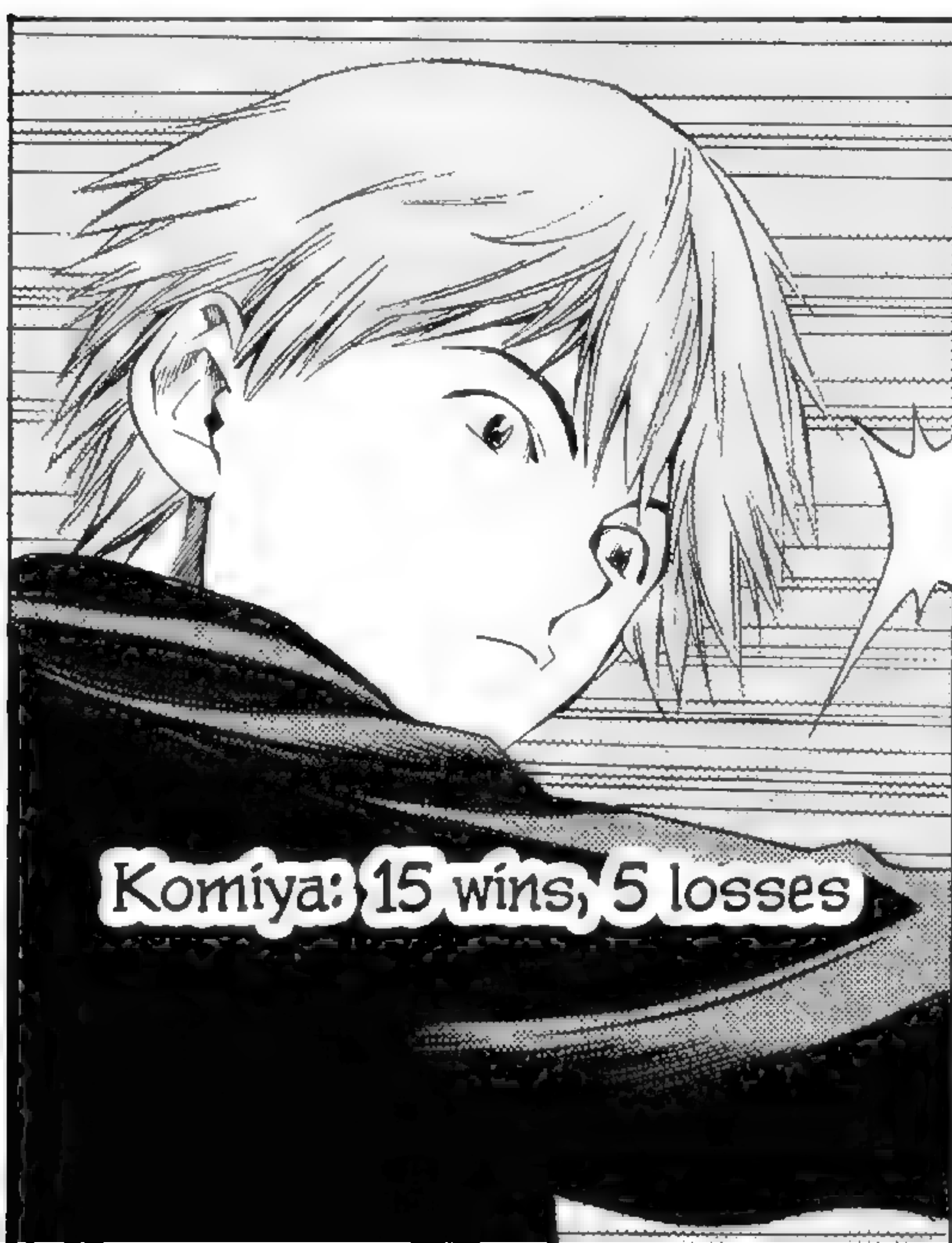
Ochi: 19 wins, 1 loss



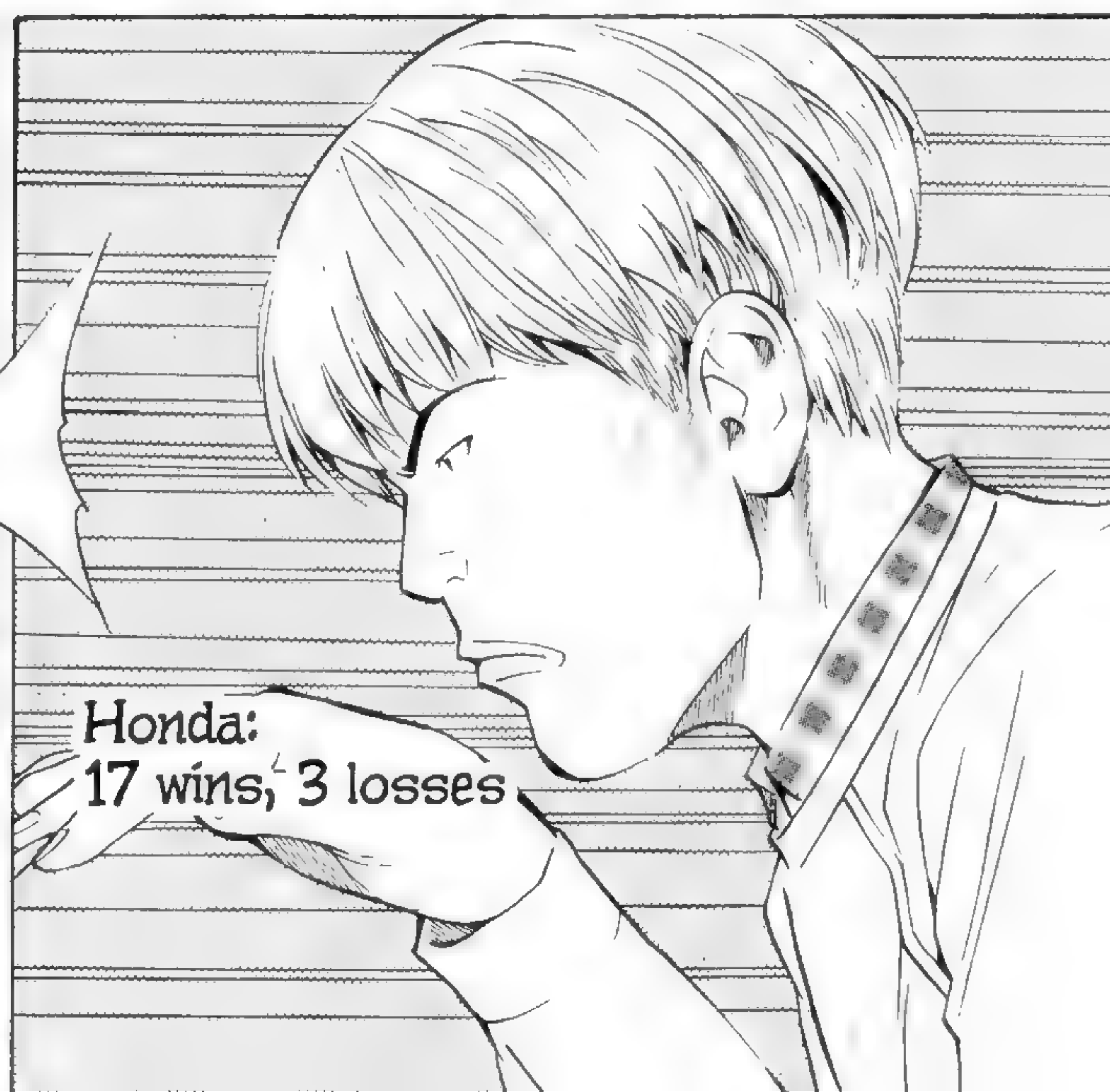
Isumi: 17 wins, 3 losses



Shindo: 17 wins, 3 losses

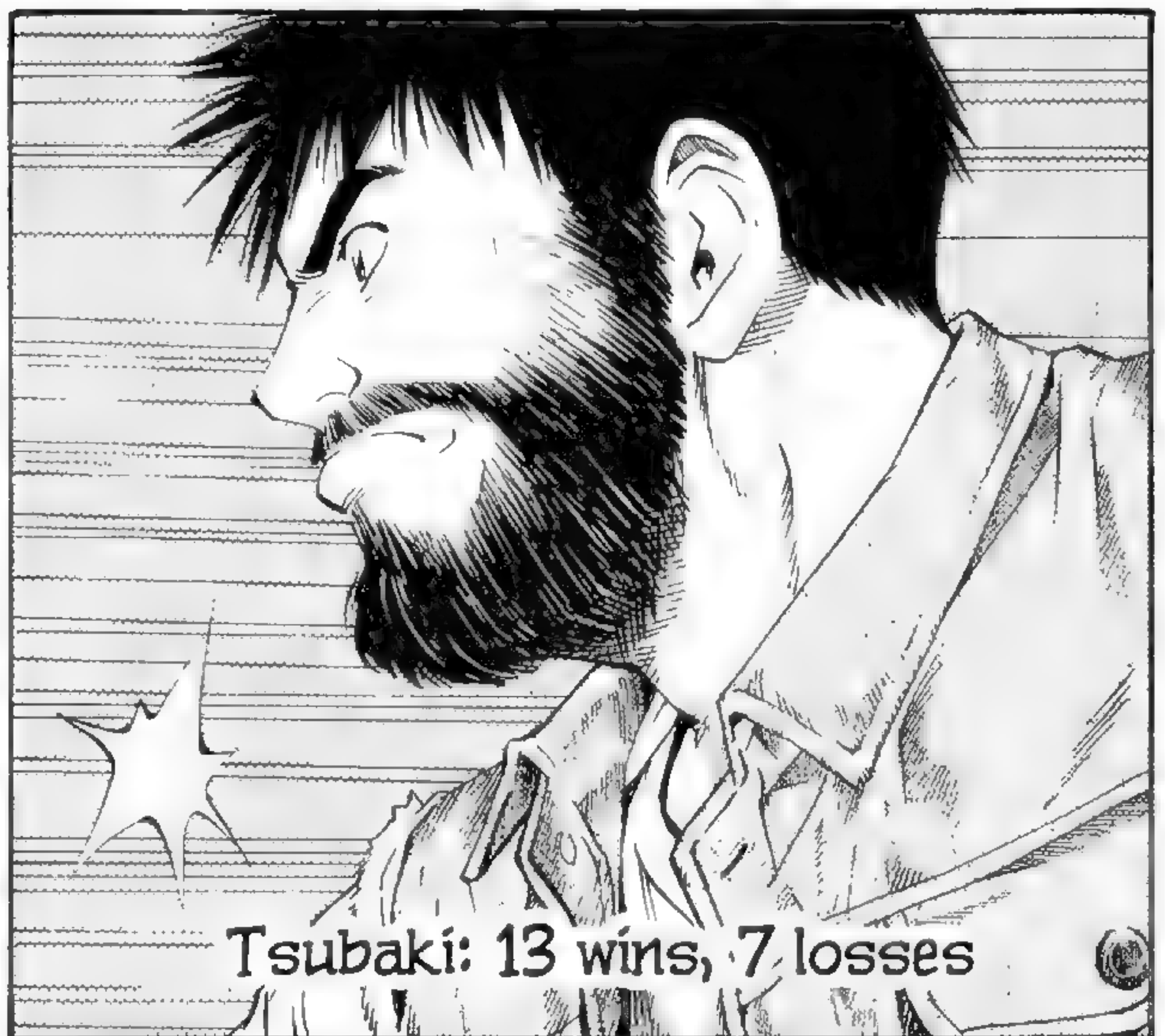
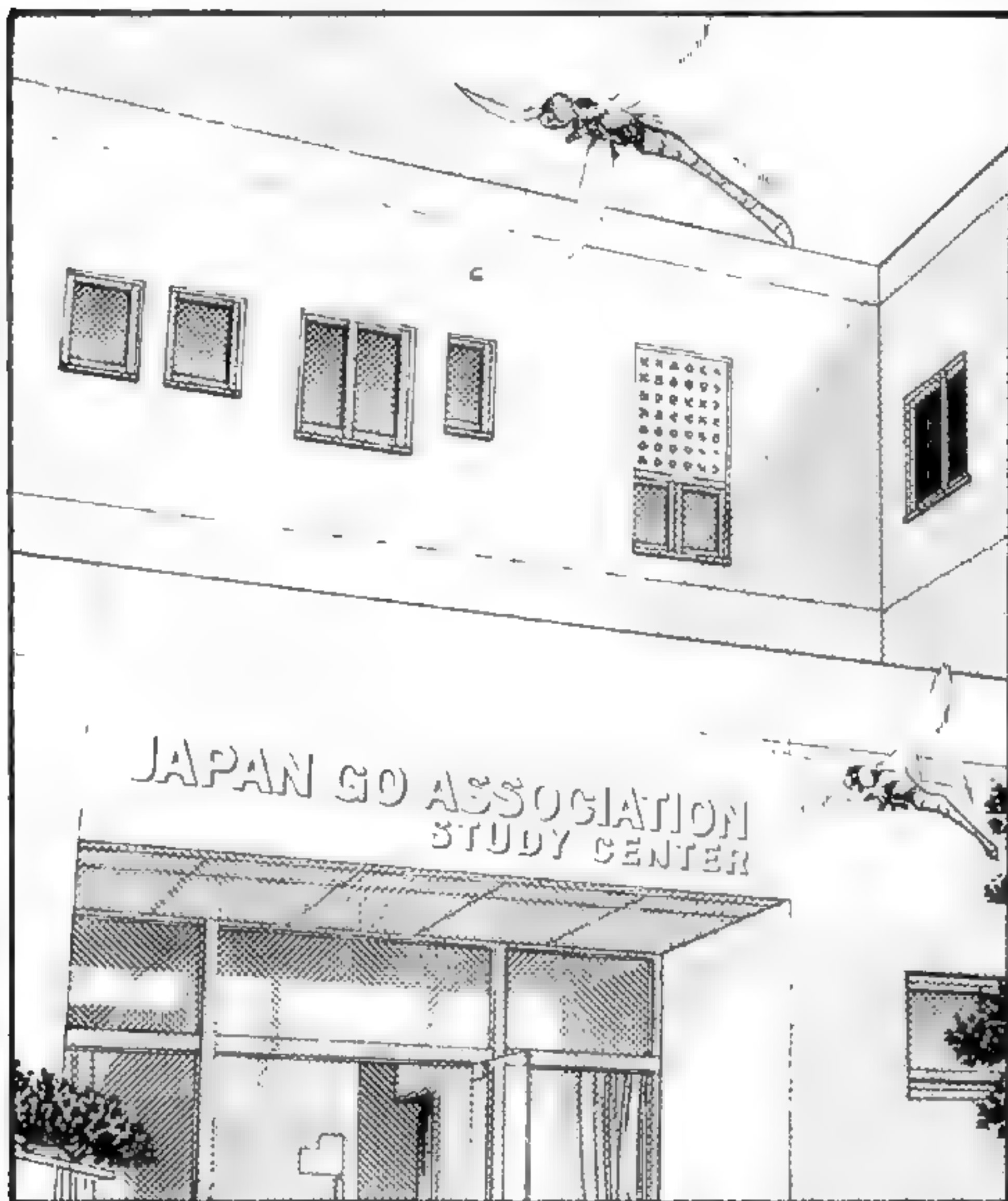


Komiya: 15 wins, 5 losses



Honda:  
17 wins, 3 losses

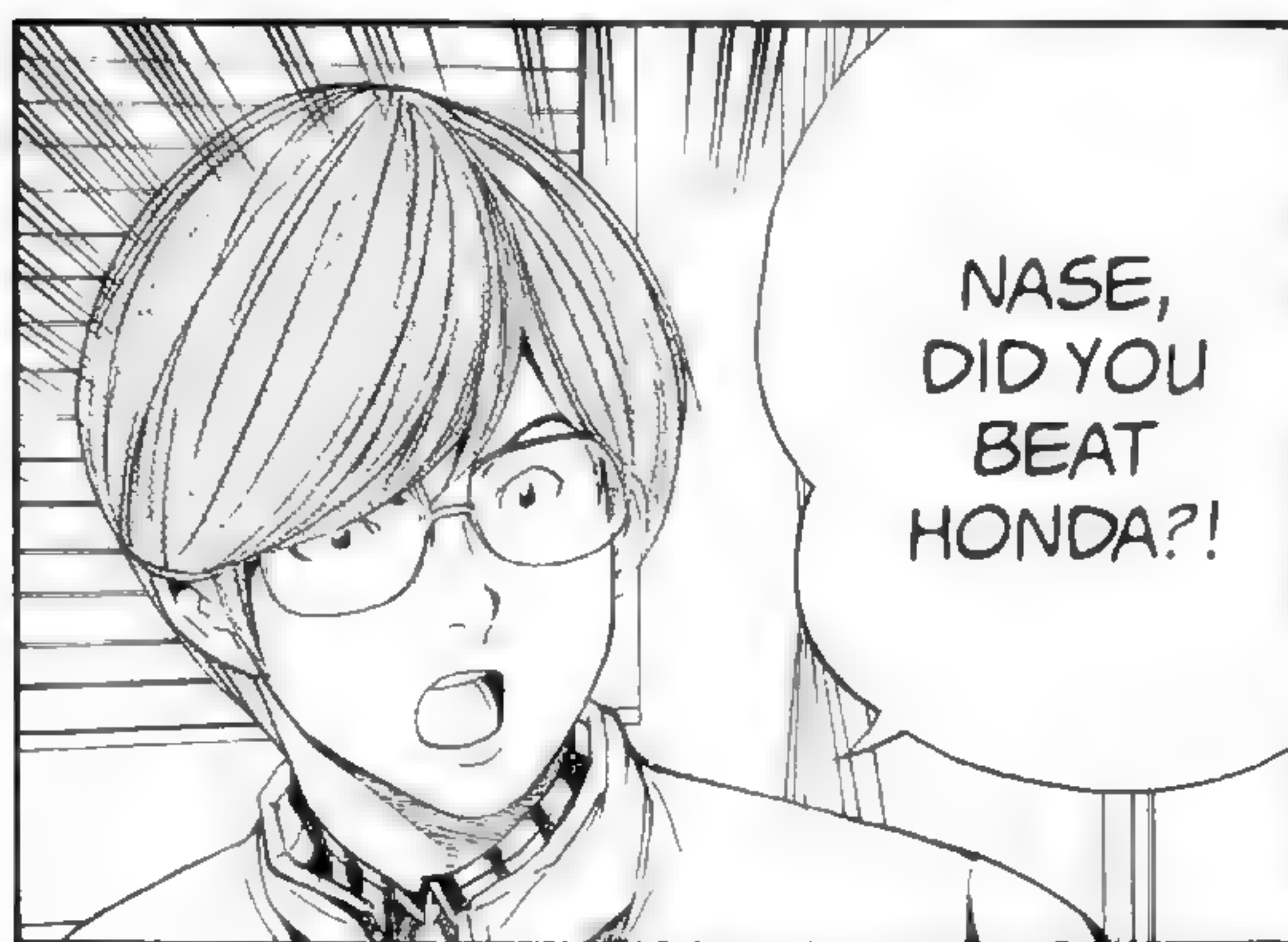








GAME  
21...



NASE,  
DID YOU  
BEAT  
HONDA?!



I PLAYED  
A GREAT  
GAME.

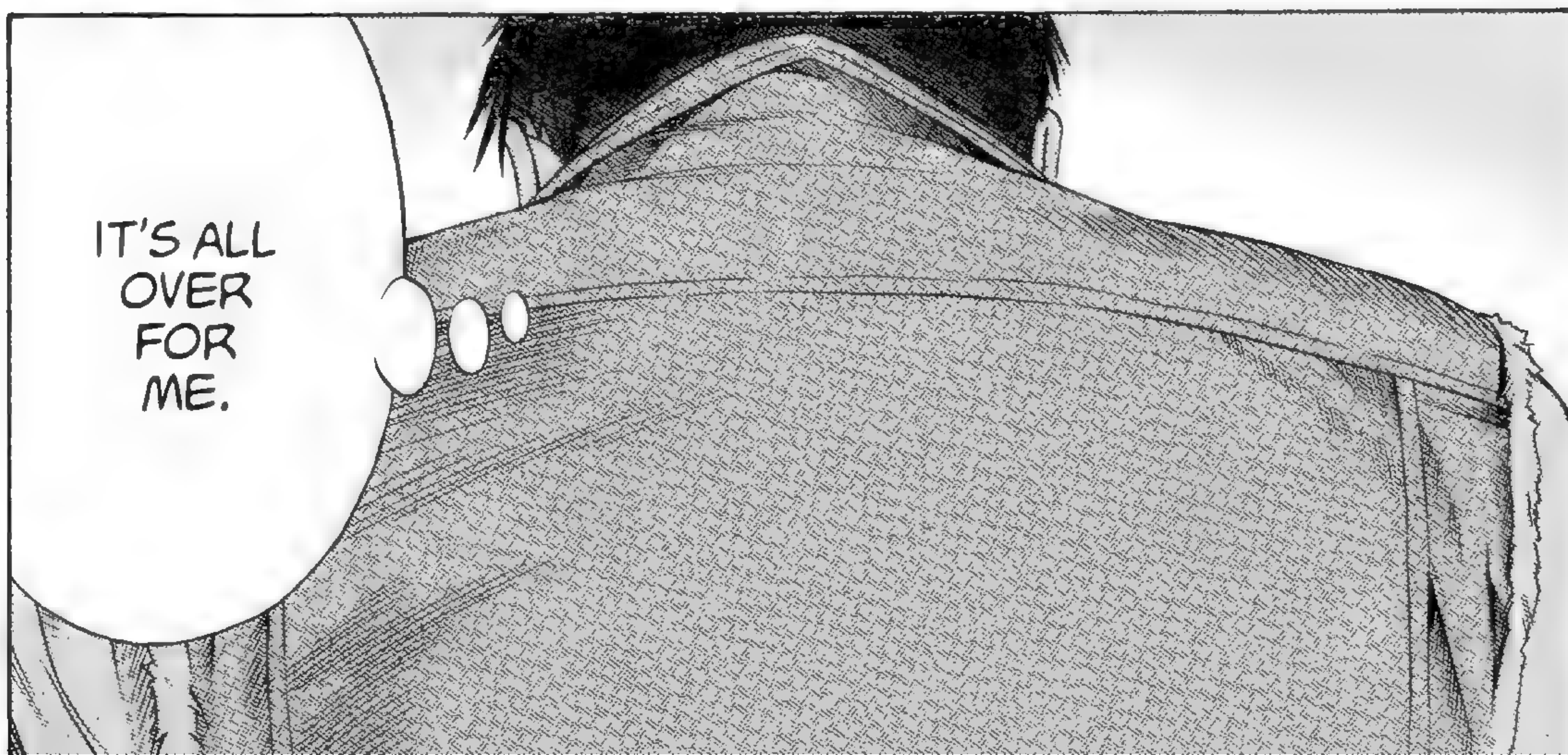
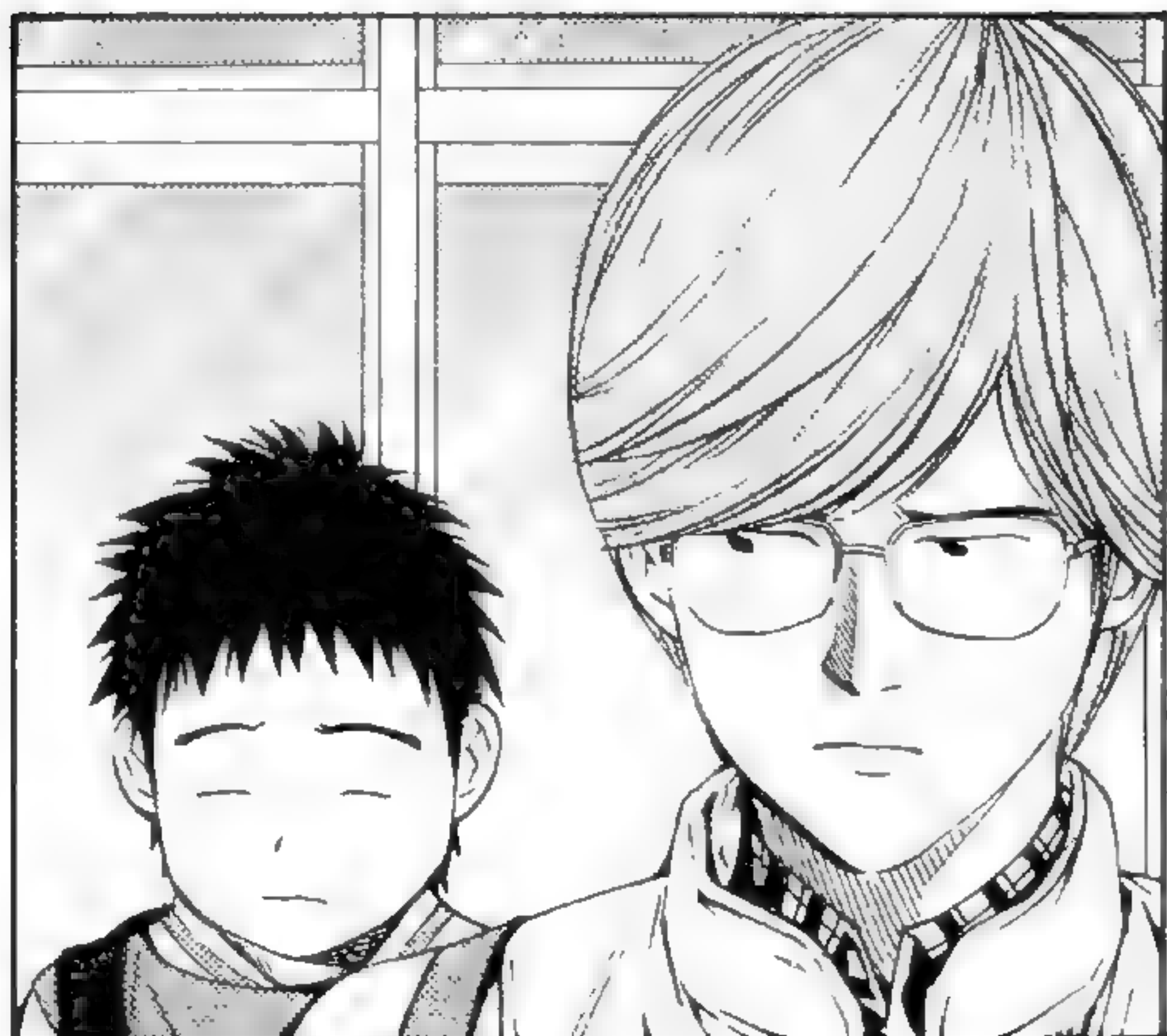
YEAH!



IT'S  
BECAUSE  
I CAN  
PLAY LIKE  
THAT...

YOU  
SHOULD'VE  
SEEN IT!

















HMPH!  
YOU'VE  
REALLY  
CHANGED  
SINCE THE  
PRELIMS.



YOU  
WIN?



UH-HUH.

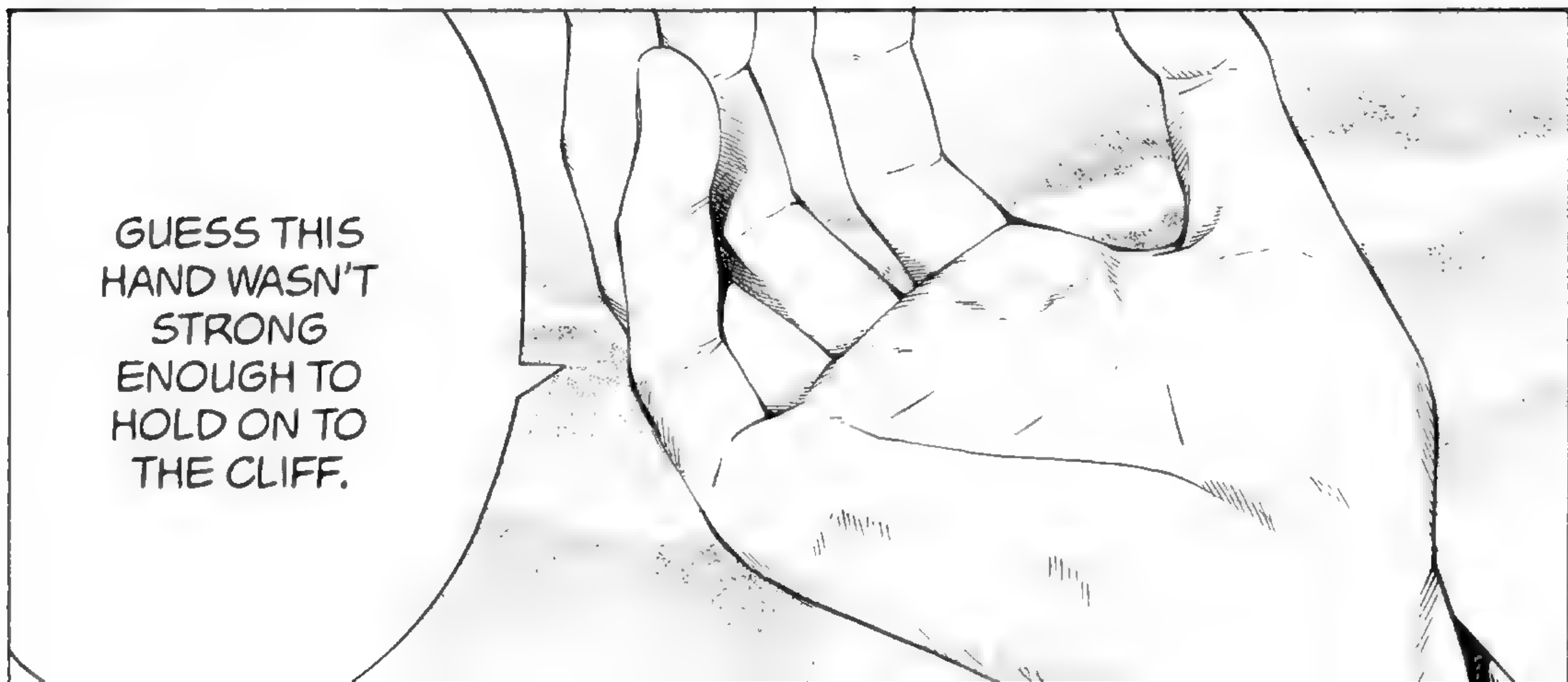


MR.  
TSUBAKI...



...AT LEAST  
**ONCE**  
BEFORE I  
HIT THE  
AGE LIMIT.

I HAD TO  
GO FOR  
THE PRO  
TEST...



GUESS THIS  
HAND WASN'T  
STRONG  
ENOUGH TO  
HOLD ON TO  
THE CLIFF.





LET'S  
GO.

I'LL GIVE  
YOU A LIFT  
TO THE  
STATION.



HEY, YOU  
ASKED  
FOR A  
RIDE ON  
MY BIKE.



WHOA!

WHAT?!  
I CAN'T  
HEAR  
YOU!



YOU STILL  
ONLY GOT  
THREE  
LOSSES?



...CAN'T  
HEAR  
YOU!

YOU'RE A  
STUBBORN  
LITTLE  
RUNT!



...YOU'VE  
GOTTEN  
BETTER.

IN THE MONTH  
BETWEEN THE  
PRELIMS AND  
THE MAIN  
ROUNDS...

...AND THE  
HALF MONTH  
SINCE THE  
MAIN  
ROUNDS  
STARTED...

**WROON**

WHAT  
DID YOU  
SAY, MR.  
TSUBAKI  
?!

AND I  
HAVEN'T  
CHANGED  
A LICK.

**RUM**  
**RUM**







IT'S  
TOO  
LOUD!

.....

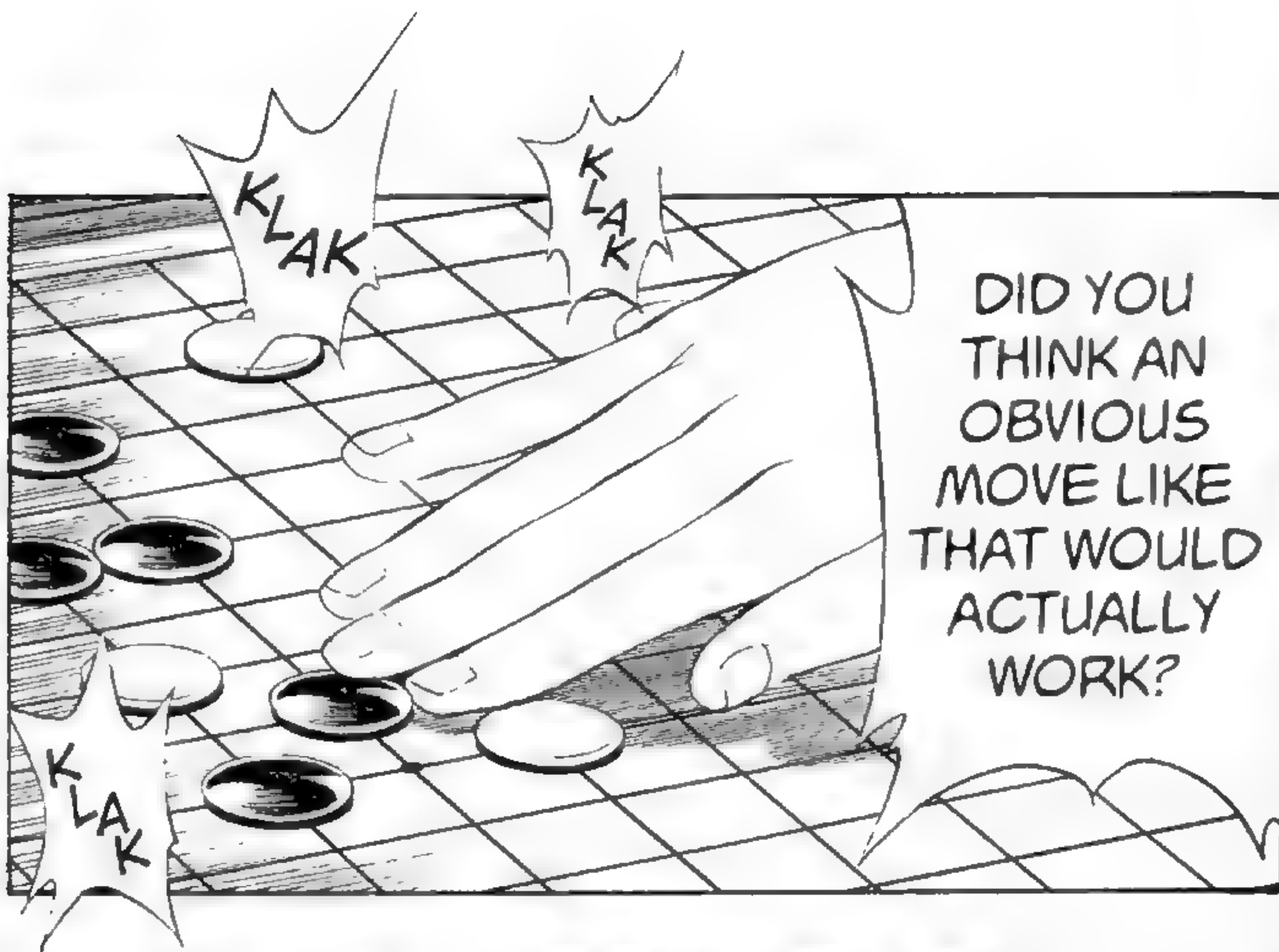
WHA--?

SO,  
SHINDO...



I'M  
GONNA  
BE  
COUNTING  
ON YOU  
TO TURN  
PRO FOR  
ME.





DID YOU  
THINK AN  
OBVIOUS  
MOVE LIKE  
THAT WOULD  
ACTUALLY  
WORK?



THAT  
KIND OF  
MOVE  
WON'T  
CUT IT!



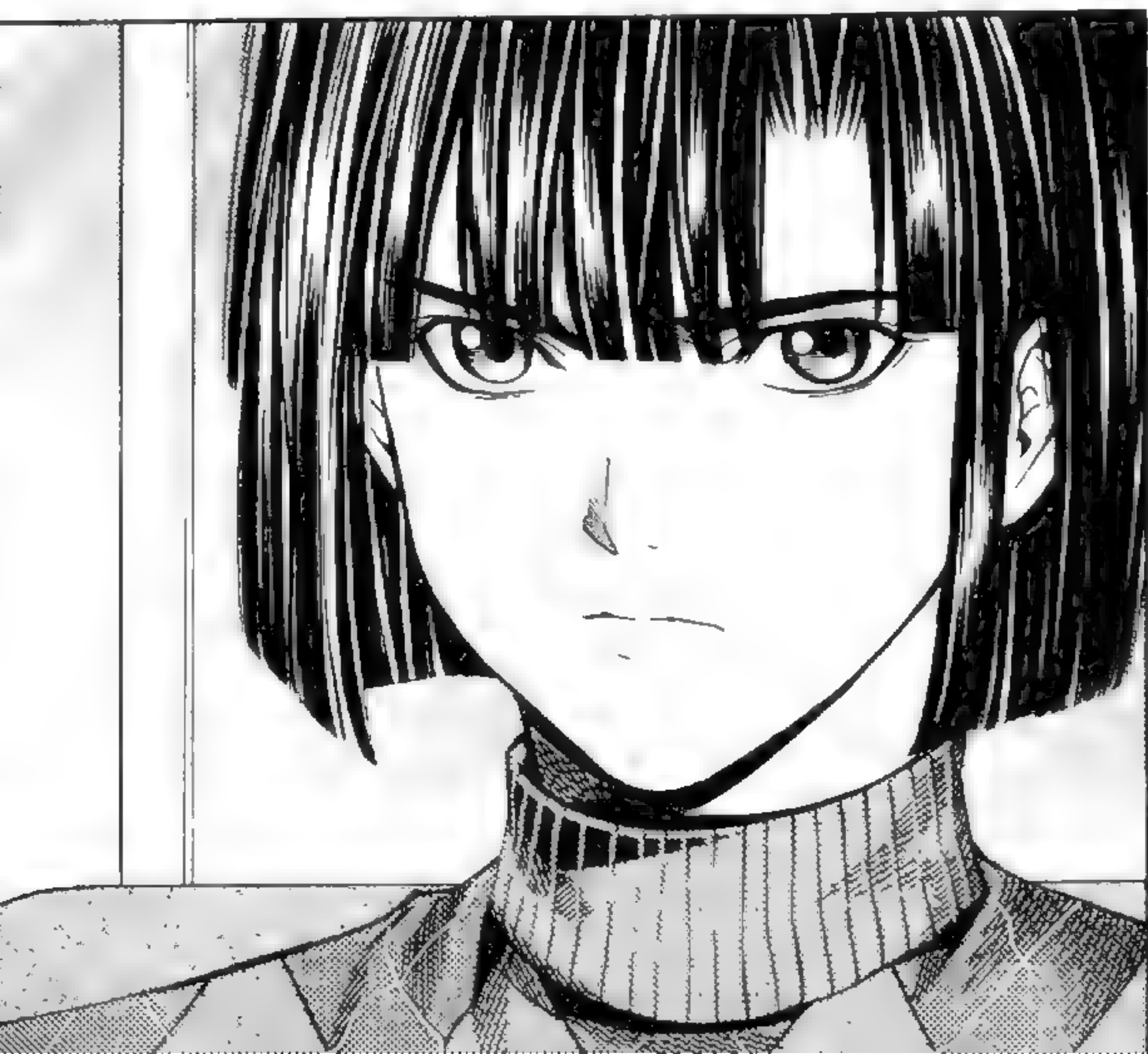
LOOK!



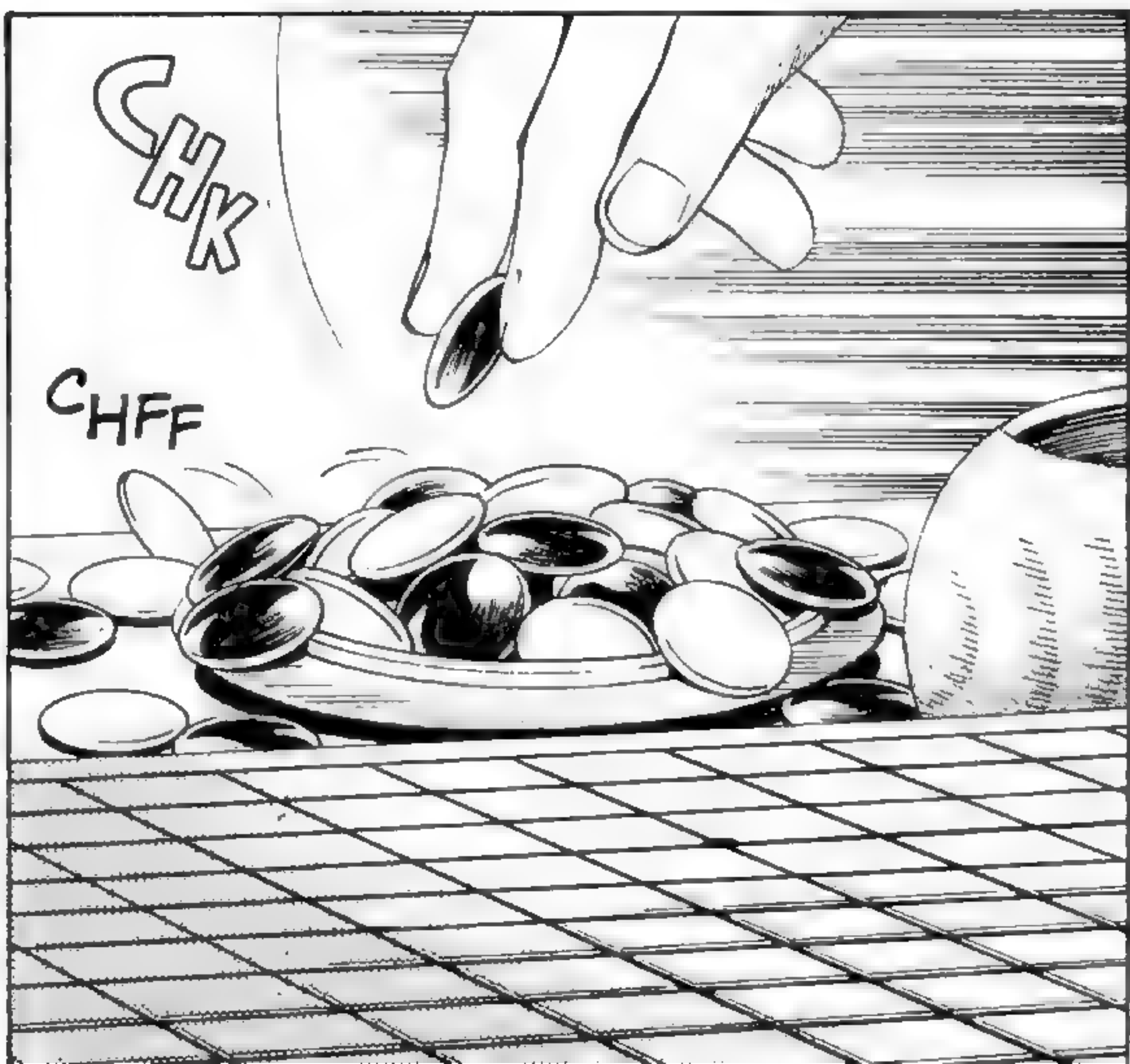
YOU  
SHOULD'VE  
LEFT THAT  
AREA ALONE  
AND TRIED TO  
HOLD OUT.

DIDN'T THE  
EXTENSION  
COMBINED  
WITH THE  
PEEP GET  
YOU IN  
ENOUGH  
TROUBLE?

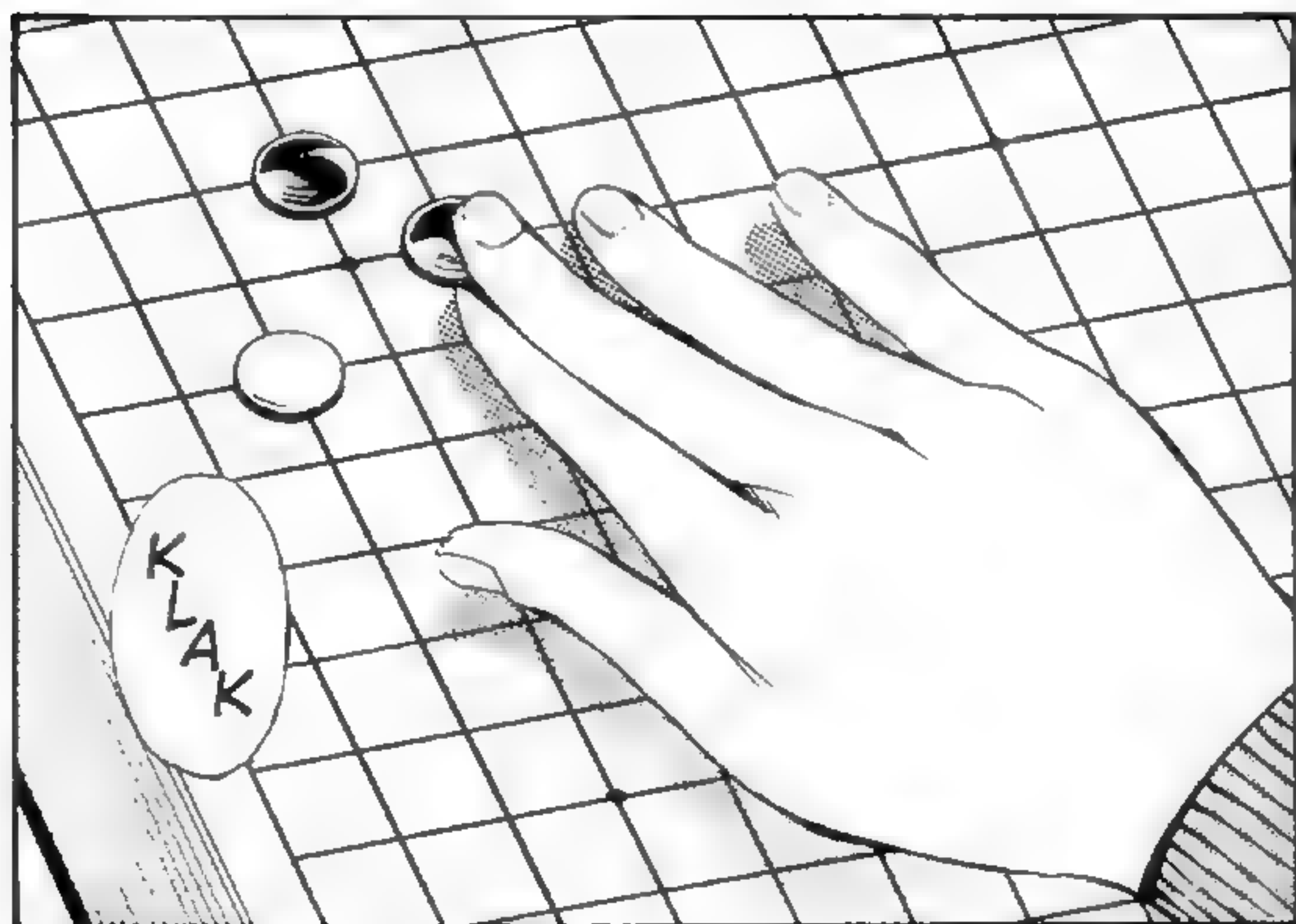




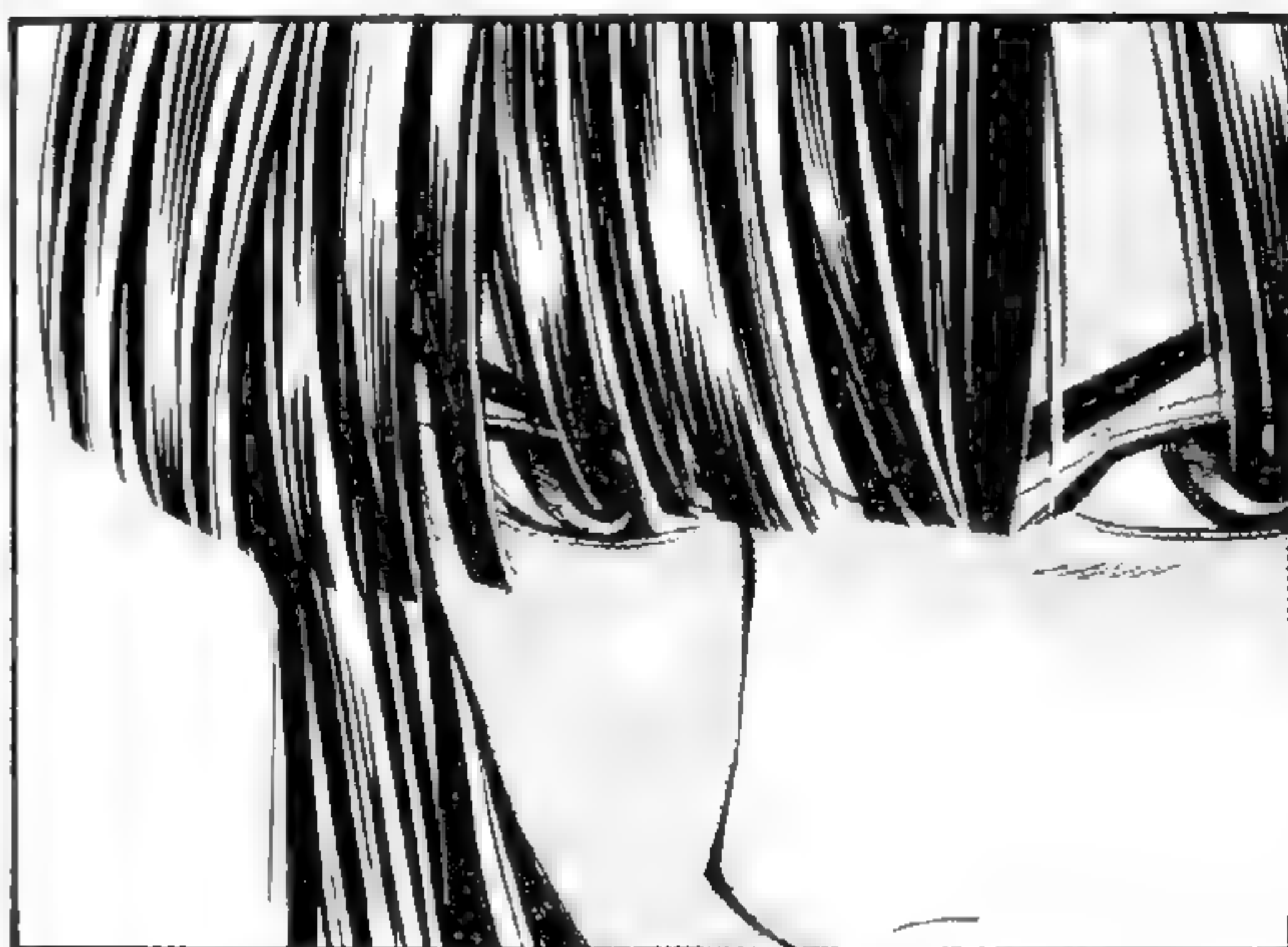
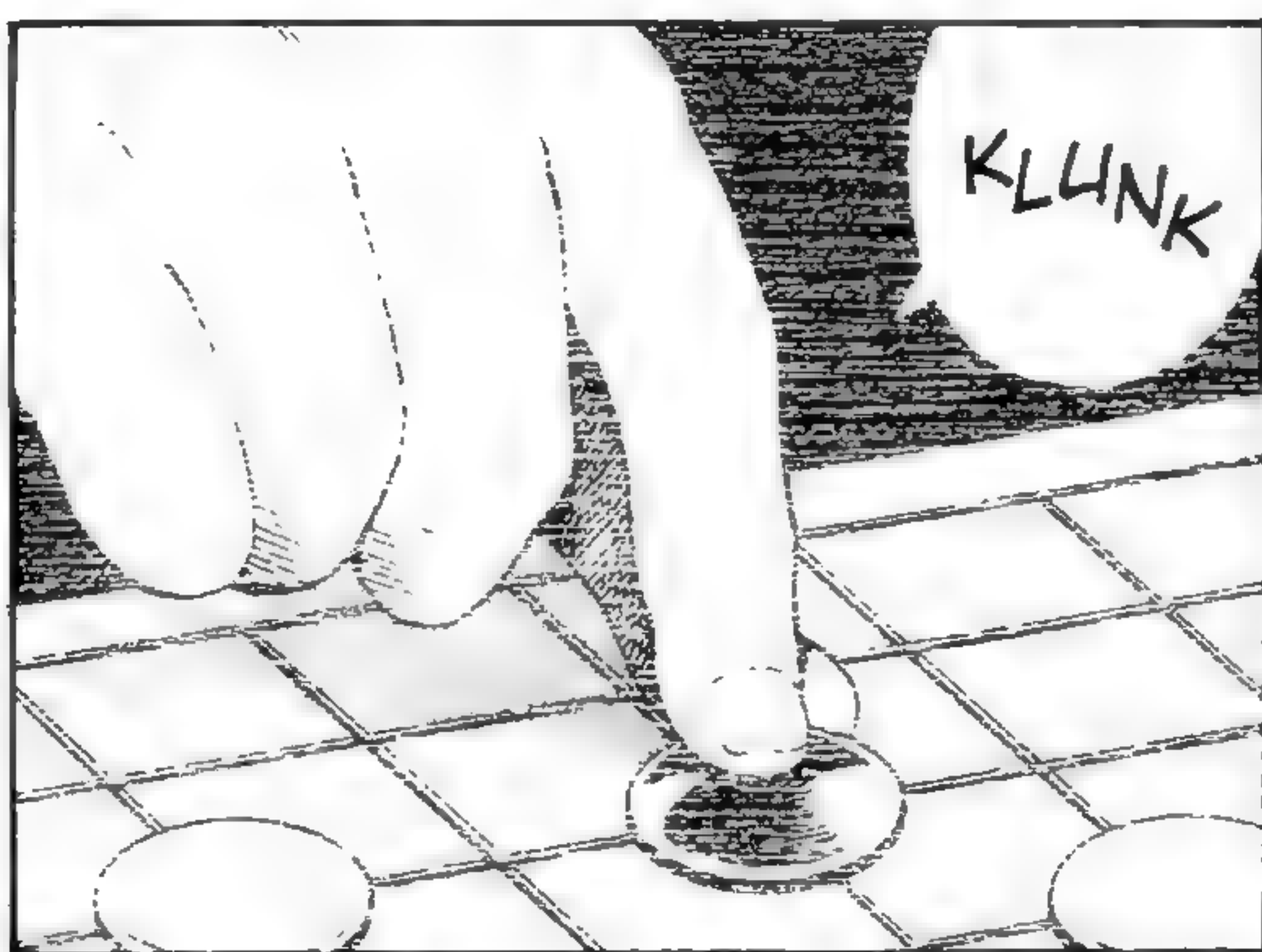




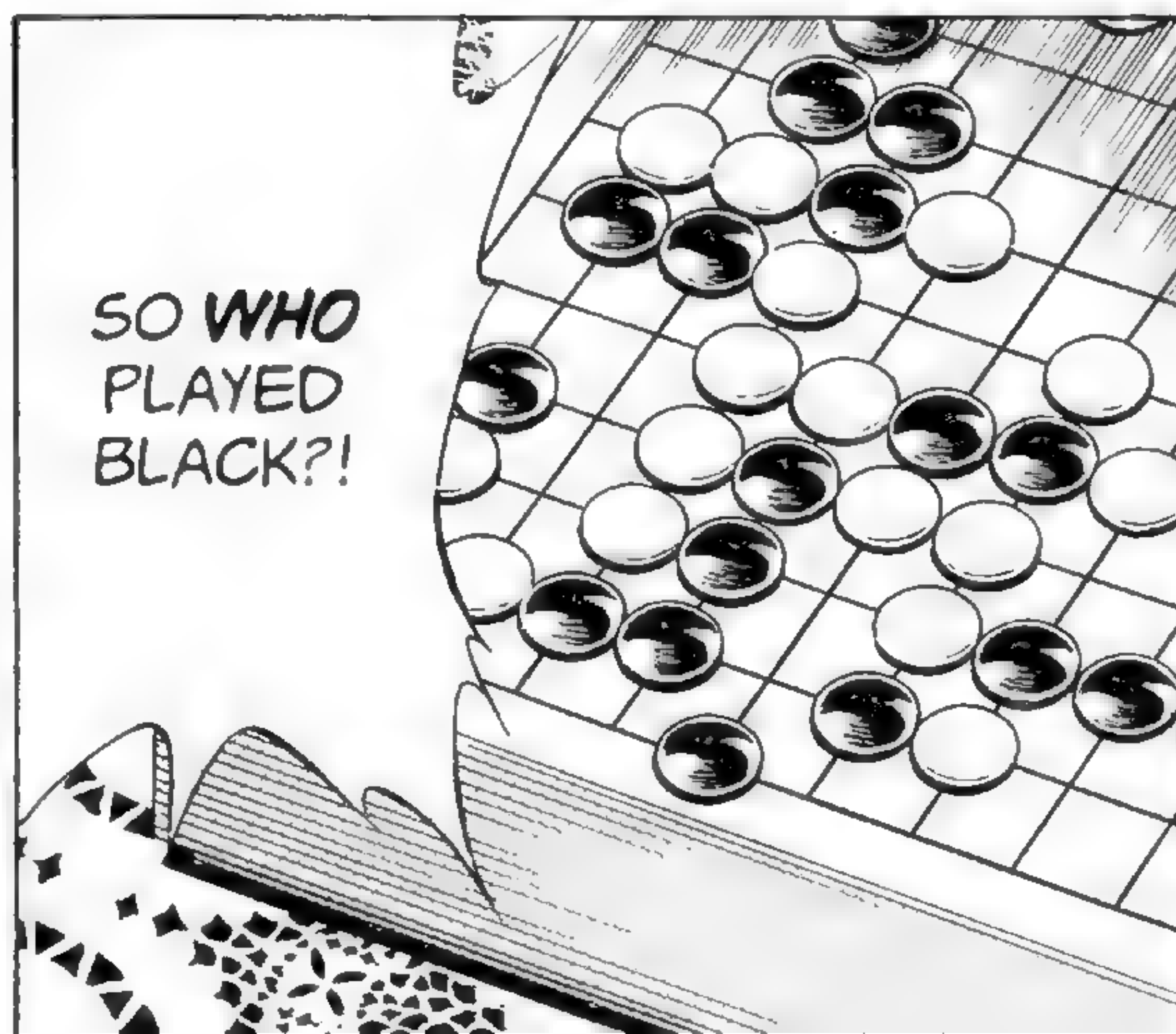
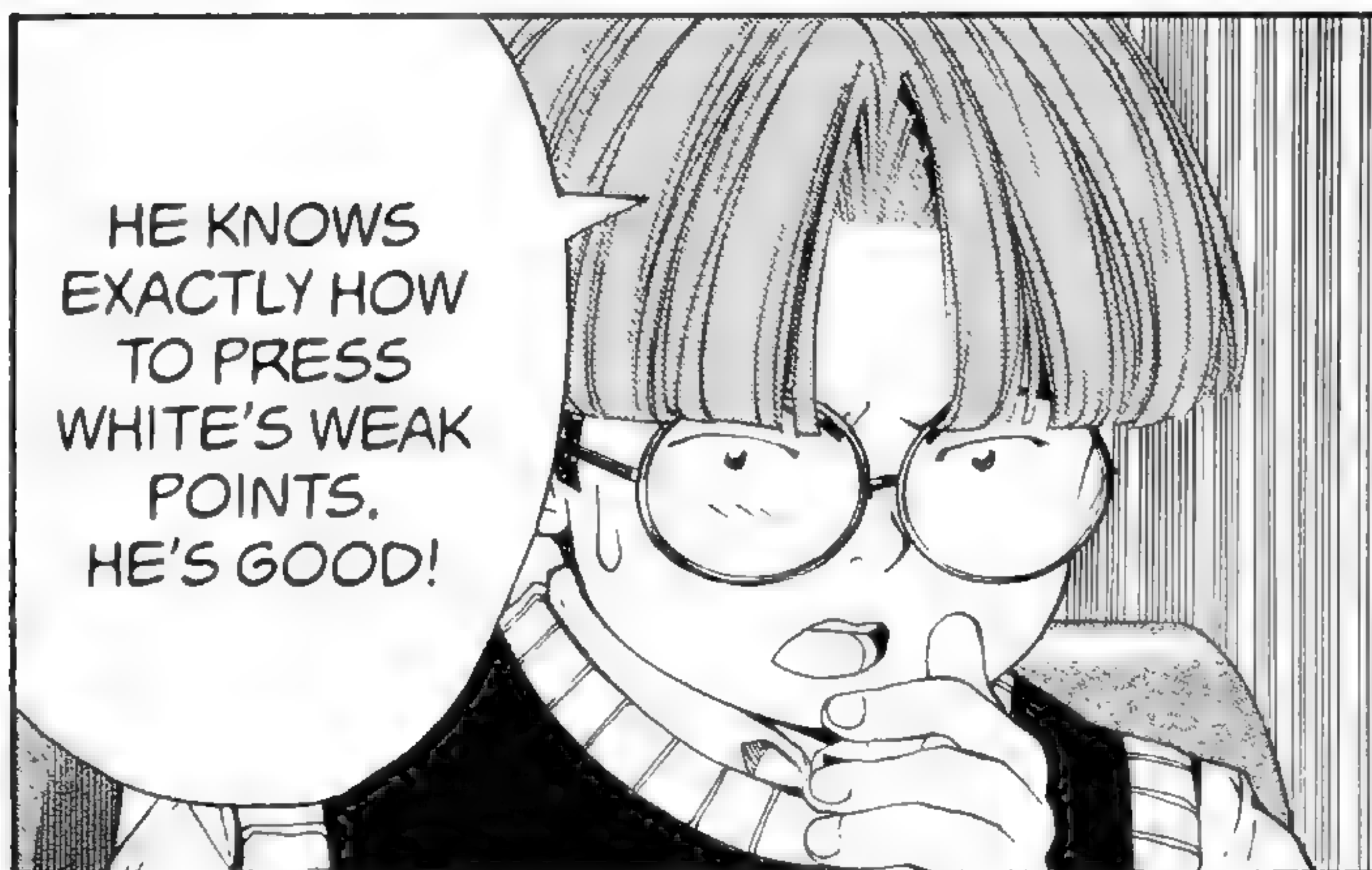
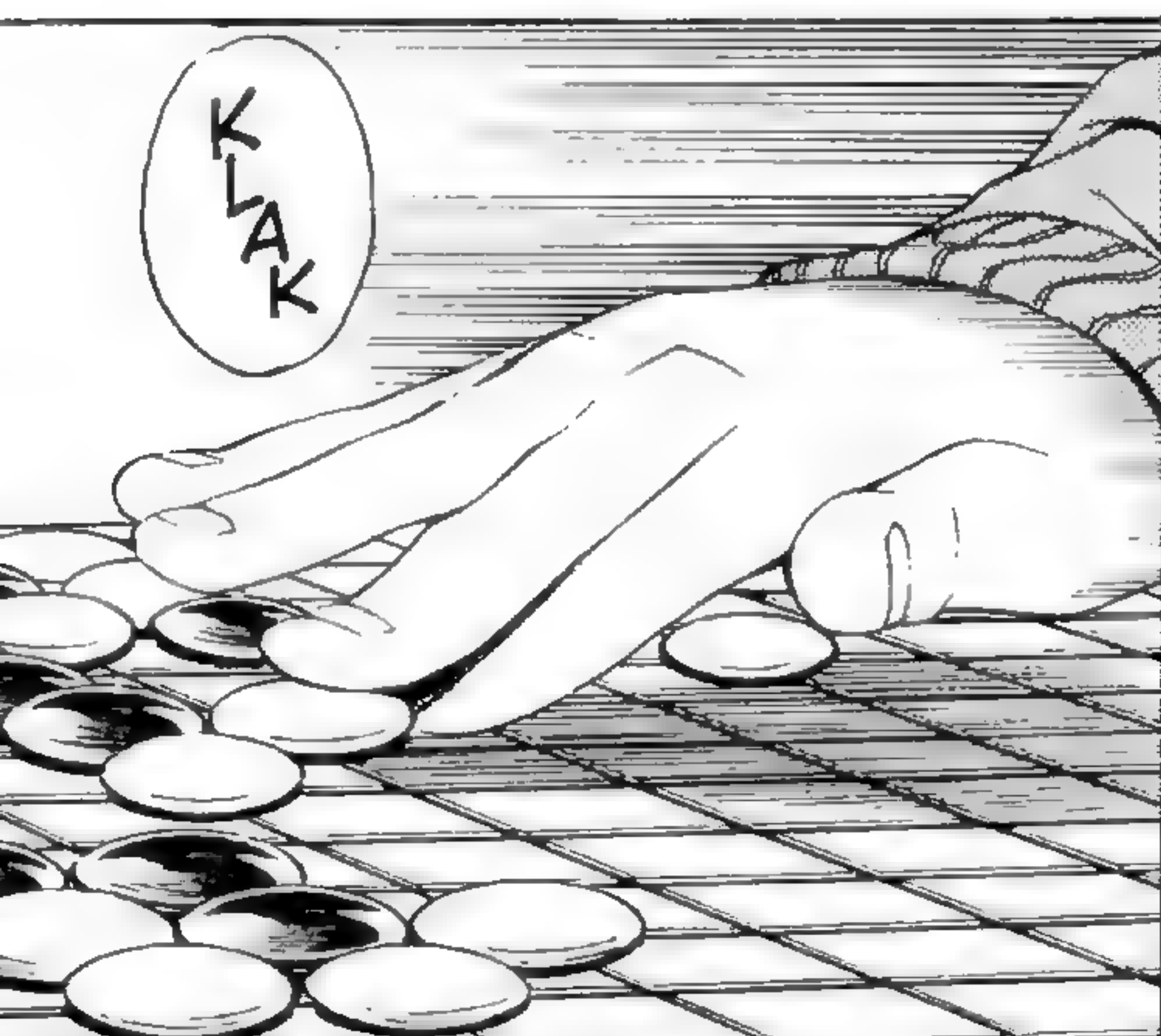












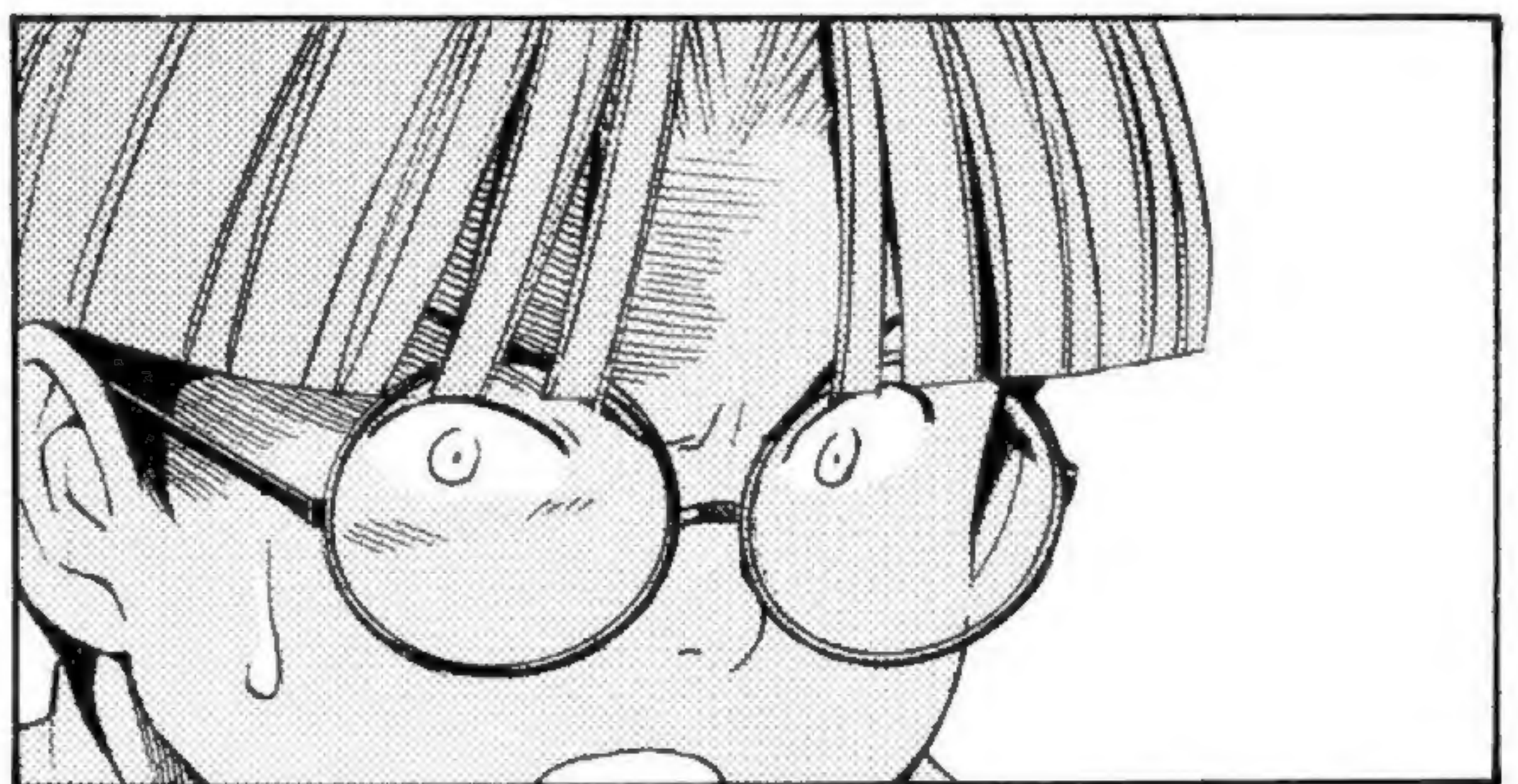
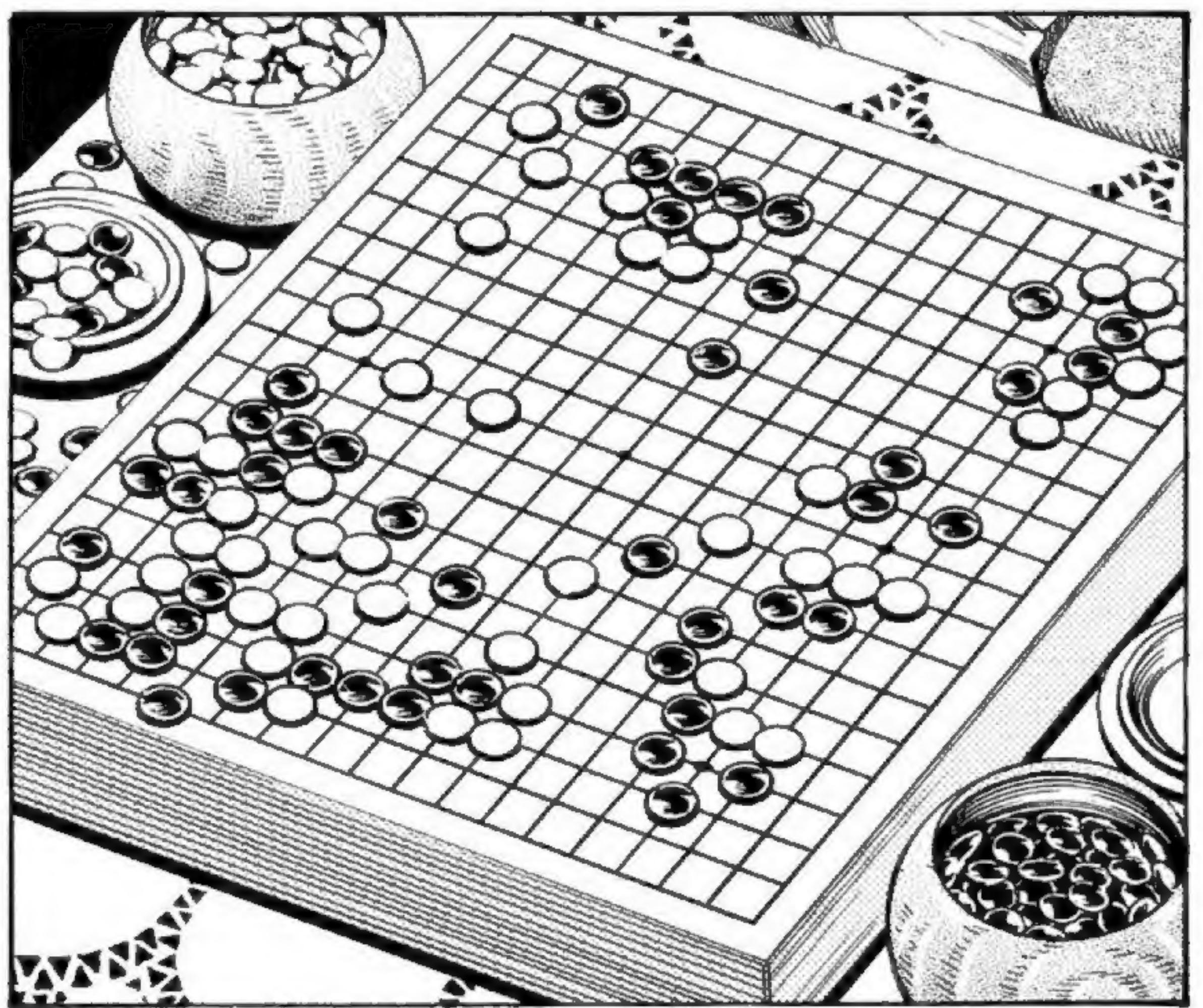
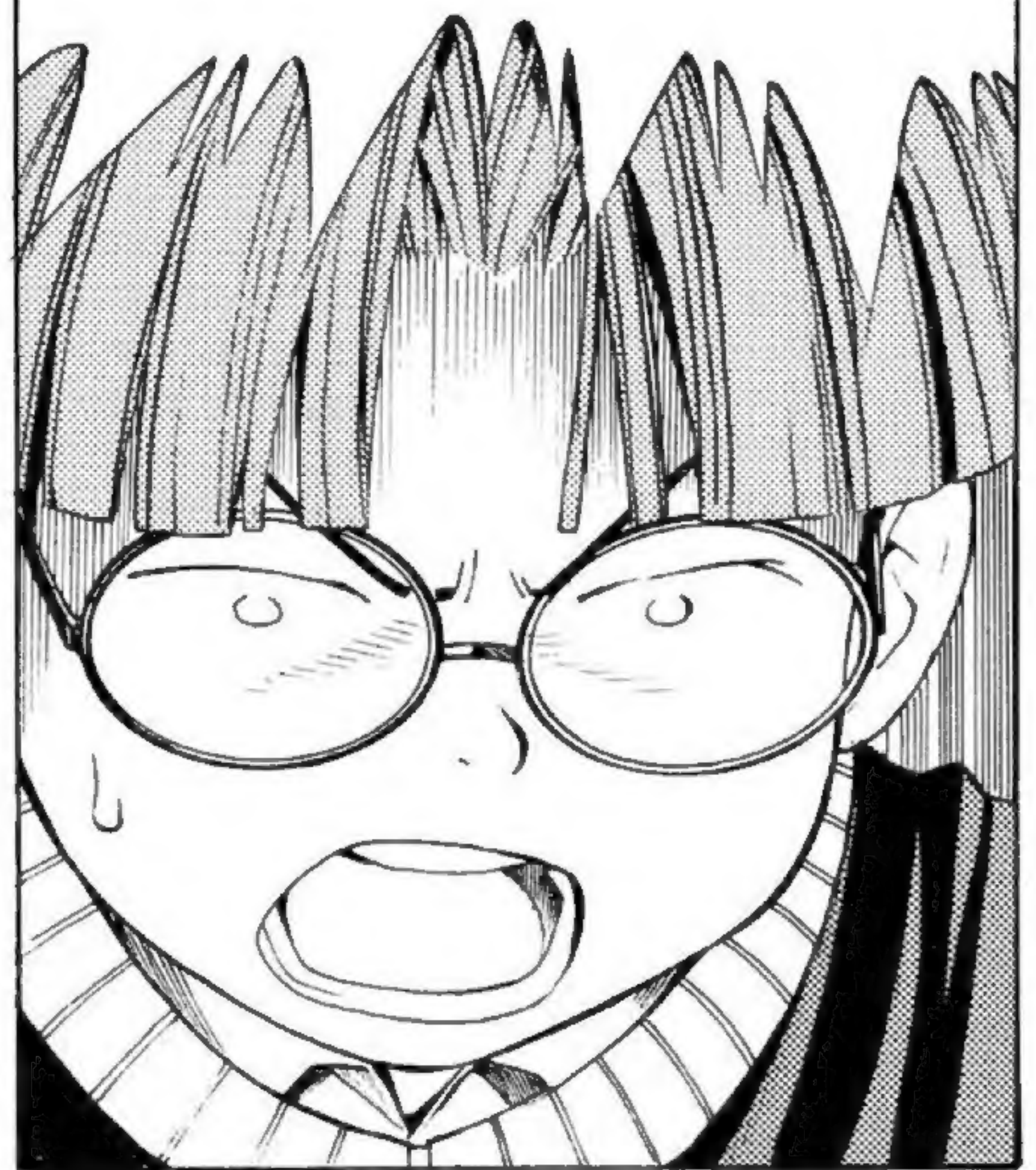




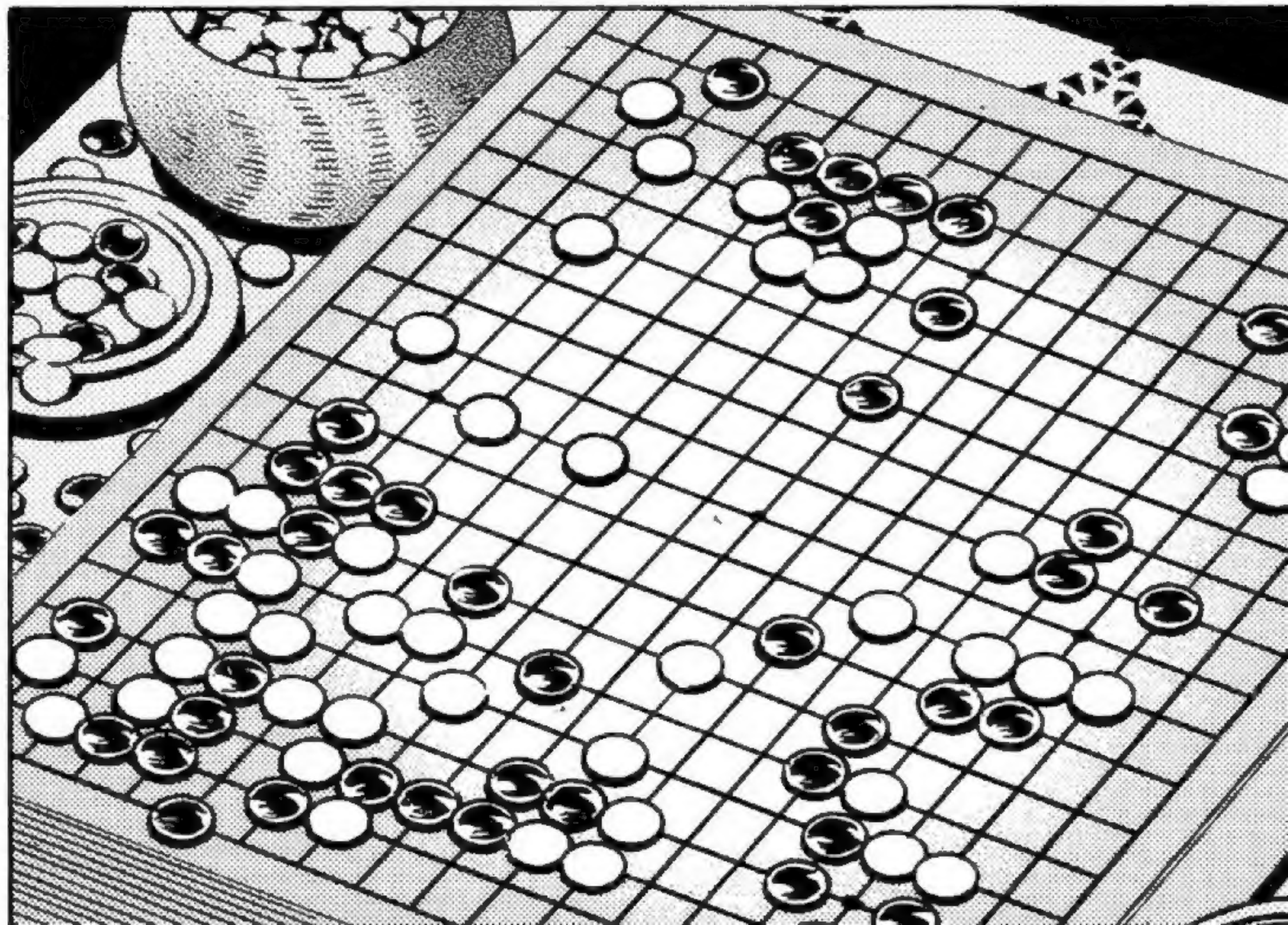




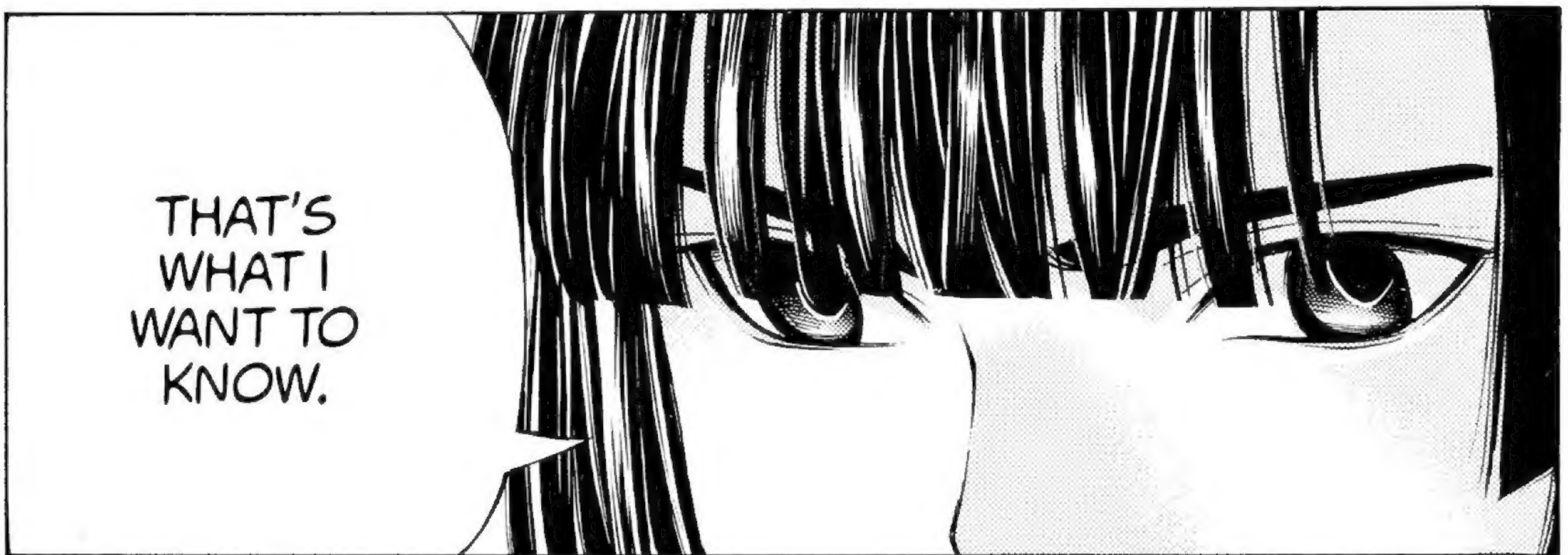
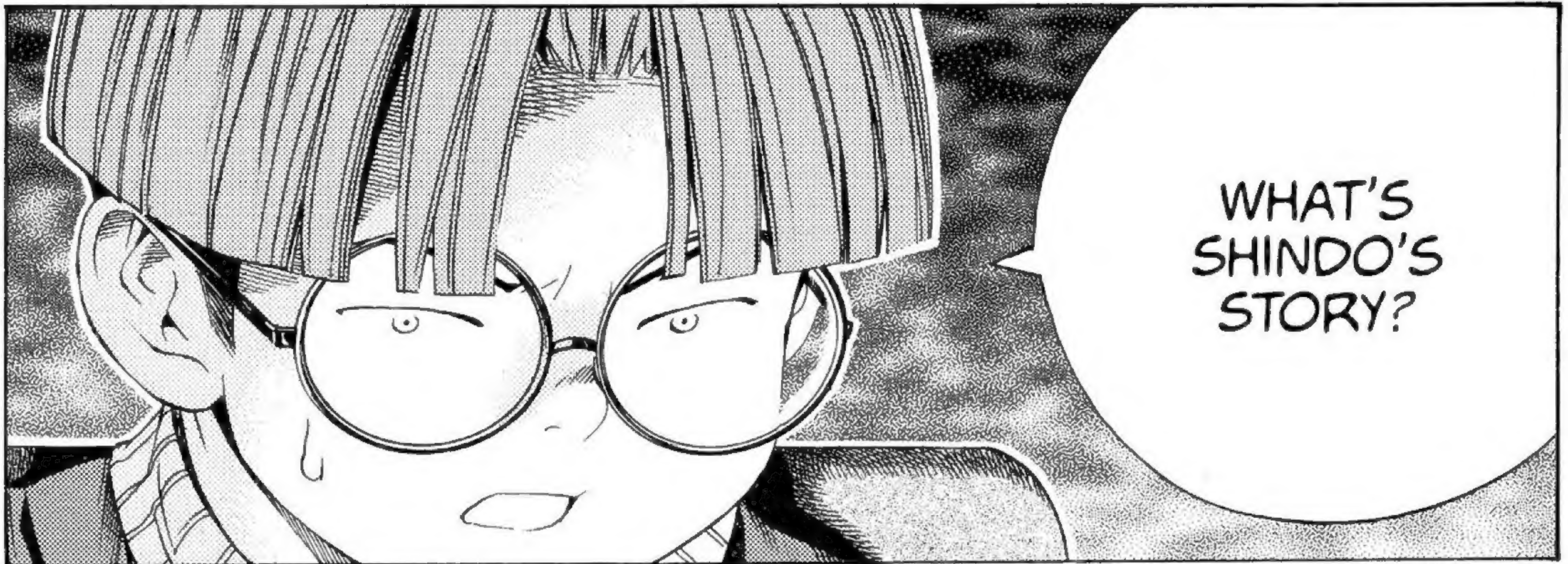
I KNOW SHINDO'S  
GAME! I'VE SEEN HIM  
PLAY SINCE HE  
BECAME AN INSEI! I'VE  
PLAYED PRACTICE  
GAMES AGAINST HIM.













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